

1997 ADULT LEADER'S MANUAL

OWASIPPE SCOUT RESERVATION

CHICAGO AREA COUNCIL □ BOY SCOUTS OF AMERICA



THE LEGEND CONTINUES

ESTABLISHED 1911

OWASIPPE SCOUT RESERVATION □ PO BOX 152 □ WHITEHALL, MI 49461

ADDRESS AND TELEPHONE INFORMATION

Questions concerning reservations and payments will be handled by the Chicago Area Council Camping Center located at Hoover Outdoor Education Center. You may contact the Director of Camping by writing:

CAC Camping Center
PO Box 279
Yorkville, Illinois 60560

Or, you may contact the Director of Camping by calling:

CAC Camping Center **1-630-553-7361 1-800-530-9566**
Camping Center Faxline **1-630-553-4261**
E-mail **caccmpcntr@juno.com**

All Scouts like to receive mail while at Owasippe. Please inform your Scouts and their parents concerning your Troop's summer address:

Your Scout's Name, Your Troop Number
Name of Section Camp (e.g., Blackhawk, Wolverine, Carlen),
Site Number
Owasippe
PO Box 152
Whitehall, Michigan 49461-0152

In the event of an emergency during the camping season, you may call one of the following numbers. Please be prepared to give the Name, Troop Number and Section Camp of the person you are trying to contact.

Owasippe Phone: **1-616-894-4061**
Owasippe Faxline: **1-616-893-0802**



The illustrations in this manual have been selected from the past 85 years of Scouting art and include the drawings of Lord Baden-Powell, Remington Schuyler, Ernest Thompson Seton, and others.



Chicago Area Council **CAMPING CENTER**



Boy Scouts of America

P.O. Box 279 Yorkville, IL 60560 (630)-553-7361 (800)-530-9566 Fax: (630) 553-4261 Email: caccmpentr@juno.com
MESSAGE FROM THE RESERVATION DIRECTOR

Dear Adult Boy Scout Leaders,

Welcome to "The Jewel of the Midwest," Owasippe Scout Reservation. The pristine forests and crystal clear lakes and streams are sure to offer the ideal setting for you and your Boy Scouts to experience all that you dreamed of all winter and spring... and then some!

At Owasippe there truly IS something for everyone....from the newly improved "Adventure Patrol" program for first year Scout campers... to the brand new program for second year campers, "Where Eagles Dare"... to the grand opening of Owasippe's Robert Crown High Adventure Base for older Scouts. Every Scout will be enriched at his own level.

The Robert Crown High Adventure Base is as exciting a venture as has occurred in Scouting in the Midwest in years! Your more experienced Scouts will thrill to the challenges of the new "North Country Trail," as it winds its way thru the Manistee National Forest. Also involved is canoeing on the "streams of the Potowatomie" -- the beautiful Manistee River, the isolate Pere Marquette River, and the white-watered Pine River (a designated National scenic river). Get in on the inaugural year of this High Adventure Base.

Our standard Boy Scout camps are among the finest in America. Camps Blackhawk, Carlen, and Wolverine are led by highly competent and experienced staff members. They have selected and trained their staffs well. In each of the Owasippe camps you will find the programs to be of high quality.

Our familiar outpost programs and White River canoe trips will continue on with an outstanding staff. These offerings now come under the name of the "Discover Owasippe" program. Also, you will notice obvious improvements as you hike our "ancient time-worn Indian routes," the Owasippe trails system. The red trail is now the "Chief's Trail." The orange trail is now the "Lake Wolverine Trail." The blue trail is now the "boundary Trail." Each will have its own patch.

Owasippe Scout Reservation is growing in its scope and improving yearly! So...GET READY for Owasippe '97, a week or two of advancement, fun challenge, and excitement! The best is yet to come -- this summer -- for you and your boys! So...fire up...and get to Owasippe!

Most importantly, I want to say, "Thank you, adult Leaders!" Thanks for spending your time with the boys. Your investments pay dividends in the long run. YOU are part of the Owasippe legend, especially within your own troop. Have a super time!

Your fellow Scouter,

Bill Schaefer, Sr.
Director, Owasippe Scout Reservation



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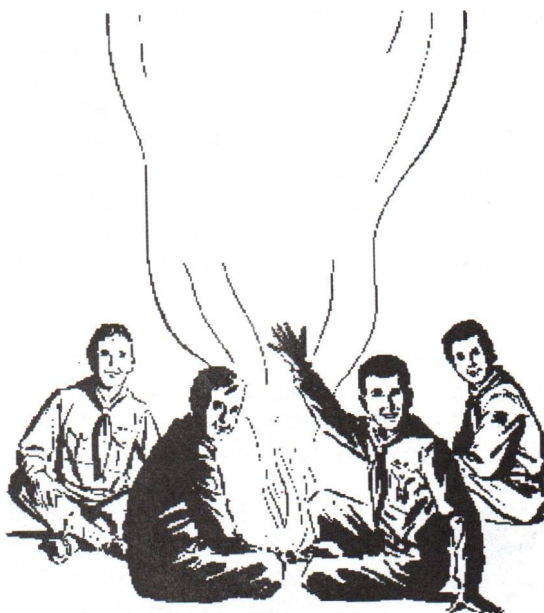
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WELCOME TO OWASIPPE

- ☐ **OWASIPPE** is America's oldest Scout Camp. It has been in continuous operation since 1911 and is located 7 miles east of Whitehall, Michigan, about four hours from Chicago.
- ☐ **OWASIPPE** consists of over 5,000 acres of rolling hills, forests, crystal clear lakes, and streams in the heart of Michigan's water wonderland. Surrounded in part by the Manistee National Forest, several thousand additional acres are available for hiking and numerous other Scout activities.
- ☐ **OWASIPPE** is owned and operated by the Chicago Area Council, Boy Scouts of America as the long-term summer camp for the Scouts of the Chicago Area council. However, all Scouts from other councils throughout the nation as well as from foreign countries, are welcome at Owasisippe.
- ☐ **OWASIPPE** offers a variety of camping plans for your unit. Choose the plan of camping that best meets the needs of your Scouts. Camping plans are designed to handle the program needs of experienced and beginning Troops.
- ☐ **OWASIPPE** is filled with a certain magic of the great outdoors of Michigan where the air and water are still pure . . . where the sunlight dances off the lakes and filters through fluttering leaves . . . where the fragrance of the forest delights the nostrils in harmony with the reflections of glowing campfires . . . where the calls of wildlife serenade the night and beckon the new day . . . where the mysteries of the Indian and the legend of Scouting's past, spark the imagination of EVERY Scout. It's magic that refreshes both body and spirit.
- ☐ **OWASIPPE** offers the magic of summer camp as the greatest adventure that Scouting holds.



To a Scout Leader, summer camp is the greatest opportunity to help boys grow, and thus achieve Scouting's aims . . . and as Scout Leaders, we have the responsibility to help the boy find that magic . . . a magic that can only be found in the fellowship of other Scouts in the challenge of the advancement trail, the test of Scout Leadership, in the adventure of Scout Camping.

THE REMARKABLE VIGIL OF CHIEF OWASIPPE

There are many legends regarding the lands, rivers and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp. Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.



The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.



Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them the ancient lore of the Potawatomie. He taught them to find their way through the forest, with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They must spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and on into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greetings in the name of their father. Here at Fort Dearborn, they remained for many days making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.



When, after a reasonable length of time, they failed to return, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass to the blue of the distant hills. But no sign of them did he ever see. No news of their whereabouts could he learn. They might have drowned in the treacherous river or met enemies who had tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesmen and closest advisors brought him food until finally, he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesmen and closest advisors brought him food until finally, he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.



In the early 1890s, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys, bringing men and shovels. They unearthed two dugouts, each containing the skeleton of a teenage Indian. There were also the metal parts of a flint-lock rifle, bits of decayed blankets, a copper kettle and a silver ornament.

It was apparent from the evidence that these youths were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of the Chicago Area Council.



Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."



The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery; and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scouts. The remarkable vigil of Owasippe serves as a graphic example of the power of Loyalty and its place in the Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the reservation and join with the many Scouts who visit with us each year. On quiet nights, when all is still, those spirits have been known to answer when called.



THE OWASIPPE HYMN

*All the wealth of Earth and Heaven,
Bless thy woods and dales.
Over all thy lakes and forests
Happy youth prevails.*

*So, may Scouting's bond of friendship
Seal our loyalty.
To the camps so dear to memory,
Hail Owasippe!*



OUR CAMPS AND SERVICES

THE OWASIPPE SCOUT CAMPS

The Scout Camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Each section camp has an experienced program staff, which will assist Scouts and Leaders in specialized instruction in the outdoor program planning, advancement, and Troop and Camp program opportunities. Each section camp has an Administration Lodge, a boating and canoeing area, a shooting and archery area, a Scoutcraft area, an ecology/conservation/nature area, an Adventure Patrol area, a crafts center, and an aquatics area. THE SAME PROGRAM OPPORTUNITIES ARE PROVIDED FOR EACH OF OUR SCOUT CAMPS.



CAMP BLACKHAWK

Situated on lovely Big Blue Lake, Camp Blackhawk offers opportunities for sailing and lake activities. Scouts eat in a spacious dining hall amidst pine walls and high-beamed ceilings. The fellowship of Scouting is enjoyed at every meal by singing songs, performing skits, and enjoying special programs. Camp Blackhawk is the home of the Fossett Sailing Base.

CAMP WOLVERINE

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops are fed "family style" in their sites from unique "hot packs," delivered three times daily. Boats and canoes are launched from the Lake Wolverine docks and swimming is done in an Olympic-sized pool. Camp Wolverine hosts the High Adventure Fishing Outpost.



CAMP CARLEN

Overlooking the shores of Sauger Lake and Lake Wolverine, Camp Carlen provides opportunities for Scouts of all ages. Featuring a dining hall feeding plan or Troop cooking by arrangement, Camp Carlen also boasts an Olympic-sized pool and a campsite suited for handicapped accessibility. Boating and canoeing are done on Lake Wolverine.



CROWN HIGH ADVENTURE BASE

Imagine your older scouts staying with your troop so they can experience High Adventure like they have never before. Now they can right in our own backyard. The Crown High Adventure Base provides 5 day backpacking and canoeing trips for your older scouts and leaders. Look for information later in this leaders guide.

LONE TROOP CAMPING

Lone Troop Camping is designed for units who come to camp with their own equipment, food, and most importantly, Troop program. Located at Hiawatha Beach on Big Blue Lake, Lone Troop Camping is designed to allow units a unique, long-term camping experience built around their own resources, needs, and wants.

DATES AND FEE STRUCTURE

1997 CAMPING SEASON

PERIOD	BEGINS	ENDS
1	6/29/97	7/05/97
2	7/06/96	7/12/97
3	7/13/97	7/19/97
4	7/20/97	7/26/97
5	7/27/97	8/02/97
6	8/03/97	8/09/97

CAMPER FEES:

The 1997 Owasippe Camper fee is \$155.00 per week at Blackhawk, Wolverine, & Carlen.

**CAMPER FEES ARE DUE IN FULL
ON JUNE 1, 1997**

A SCOUT IS THRIFTY—SAVE \$20.00

All campers who pay their camp fee in full on May 1, 1997, are eligible for the Discount of \$20.00. Your camp fee drops to \$135.00. It really pays to practice the Scout Law!

DEPOSITS

A site deposit of \$50.00 is required. A \$25.00 place deposit is due for each camper by March 1, 1997.

LATE FEE

All Blackhawk, Wolverine, Crown and Carlen camp fees are due, June 1, 1996. Campers fees paid after that date are \$165.00 per week.

NEW SCOUT DISCOUNT

All new Scouts registered after 5/1/97 pay only \$135.00.

LONE TROOP FEES

Lone Troop camp fees are determined by the individual Troop committee. Facility and equipment fee rates are available from the Director of Camping.

LEADER FEES

To recognize the tremendous volunteer contribution of your summer camp leader, Owasippe continues a tradition of no charge for unit leaders based on the number of boys in camp.

1997 Leader Fee Schedule

1-16 Boys	2 Free Leaders
17-24 Boys	3 Free Leaders
25-32 Boys	4 Free Leaders
33-40 Boys	5 Free Leaders
40+ Boys	1 additional free leader for every 8 boys

Leaders who do not qualify for free attendance will be charged \$85.00 per week.

REFUND POLICY

The \$25.00 deposit is non-refundable. The balance of the camper fee is refundable at 100% prior to June 15, 1997. After June 15, 1997, all fees are non-refundable except for camper medical reasons or a death in the camper's immediate family. All written requests for refunds must be received by August 31, 1997.

CAMPERSHIP INFORMATION

It is the intent of the Chicago Area Council that NO registered youth within the Council will be deprived of a camp experienced at the Chicago Area Council camps because of his financial need. For Scouts who need assistance in meeting their camping fees, camperships are available from the Chicago Area Council.

Who qualifies for Camperships?

Any youth registered in the Chicago Area Council, with the request of his parents or guardians and unit leader.

There are no other requirements.

How much can Scouts receive?

The maximum campership will be based on not more than 50% of the Camper's fee for TWO WEEKS.

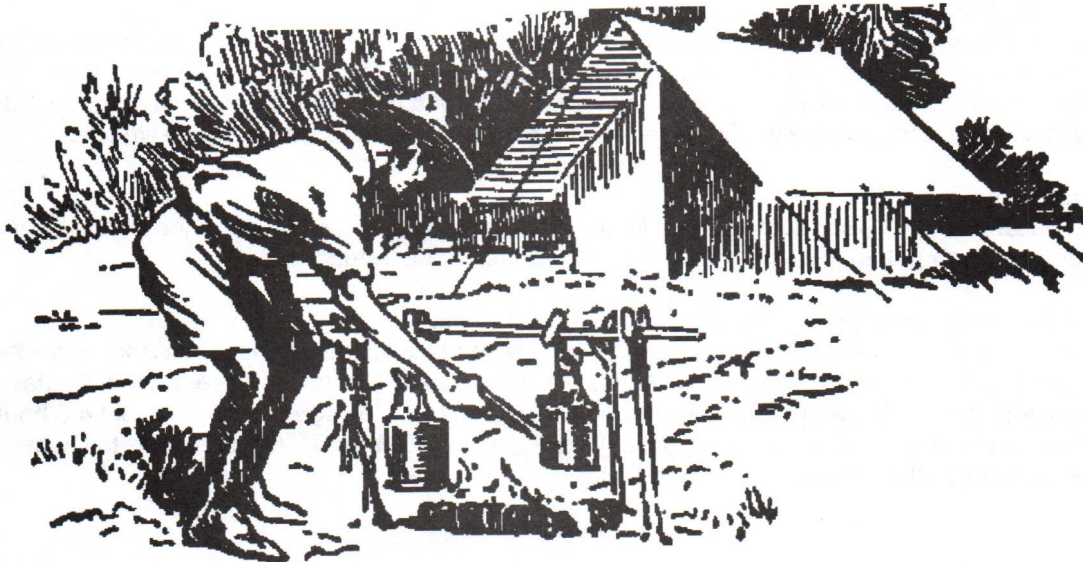
NOTE: ADC Camperships, if available, include bus transportation (Title XX funding).

How do Scouts apply for camperships?

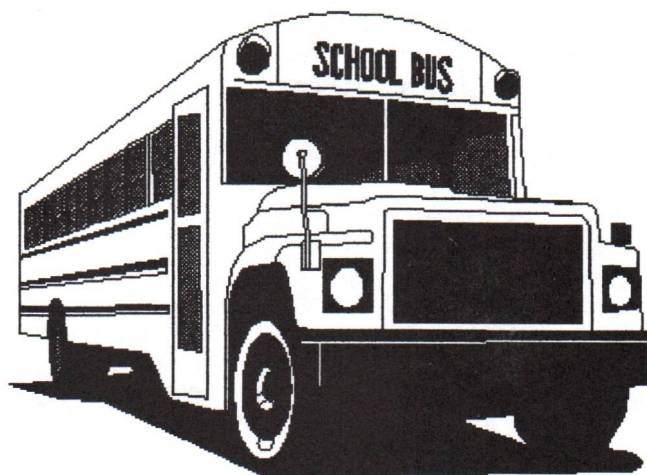
You must submit a completed Chicago Area Council Campership Application.

Applications for Chicago Area Council Camperships are available from the Chicago Area Council Camping Center, PO Box 279, Yorkville, Illinois 60560.

All applications must be completed and submitted on or before the deadline of April 1, 1997.



TRANSPORTATION TO OWASIPPE



How can I get my Troop to Owasippe?

Bus transportation to Owasippe is available. Busses leave from the Scout Service Center, 1218 W. Adams St., Chicago, IL at 9:00 AM the Sunday of your Troop's departure for camp. Scouts and leaders are asked to report by 8:15 AM on their day of departure. **EACH PERSON MUST BRING HIS OWN LUNCH.**

How do I arrange for Council Transportation?

You may arrange for Council Transportation and obtain a copy of prices by calling Elise Williams at the Chicago Area Council Service Center: 1-312-421-8800. Bus tickets **MUST** be purchased at least one (1) week prior to departure. There are **NO ONE-WAY FARES**. Full refunds on unused tickets will be allowed, providing the ticket is returned to the Council Office by 12:00 Noon on Wednesday before departure.

How much baggage can I take on the bus?

First, all baggage **MUST** be labeled with the Scout's last name, Troop number, and name of his camp. Instruct your Scouts to **PACK IT TIGHT AND KEEP IT TO A MINIMUM**. Scouts taking Council transportation will be allowed one (1) duffel bag and one (1) pack or small suitcase. Advise your Scouts that footlockers will **NOT** be allowed on Council busses due to space limitation.

What about returning?

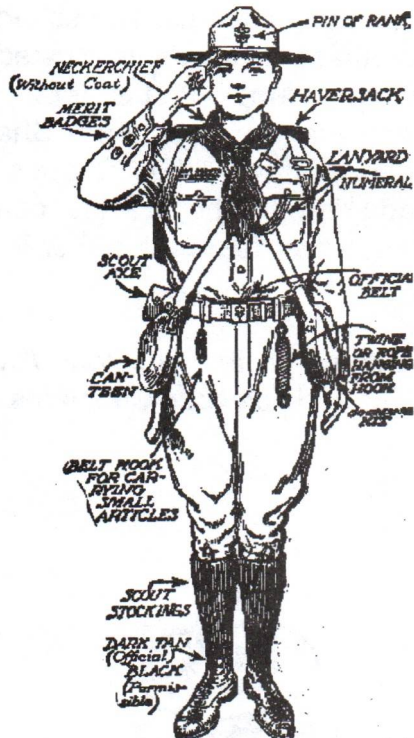
The busses are due back at the central location between 2:00 and 3:00 PM on the Saturday of your return from camp. Lunches are provided upon request for the return trip.

May my Troop arrange for private transportation to camp?

Should your Troop want to drive to Owasippe by private vehicle, keep in mind that Administration Center check-in begins at noon. (Note: Owasippe is on Eastern Standard Time) on the Sunday of your camp period. Owasippe is approximately 210 miles from Chicago and takes about 4.5 hours. Plan your trip to arrive at Owasippe between noon and 2:00 PM (EST). For directions to Owasippe, see the map on the back cover of this manual.

CAMP SERVICES

E. URNER GOODMAN SCOUT MUSEUM



Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted early American Township Hall and one-room schoolhouse hold a truly remarkable collection of Scouting history and memorabilia from Owasippe's 86 years of operation.

Units camping at Owasippe are encouraged to leave a piece of their history by donating a unit photograph with a roster of campers to be placed in a yearly photo album.

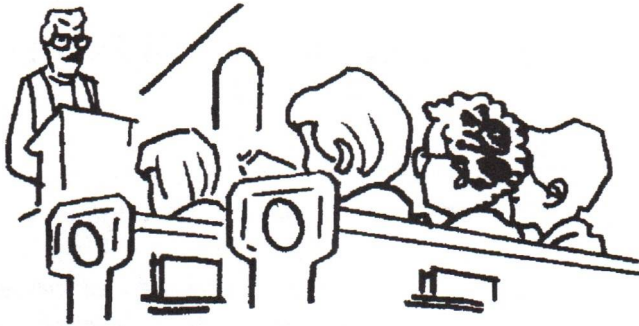
Please make it a point to stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex.

OWASIPPE TRADING POSTS

A Trading Post is located in each camp with the Main Trading Post located at the Administration Center complex. Section Camp Trading Posts offer souvenir items, handicraft supplies, Scout literature, post cards, stationery, stamps and refreshments. Owasippe T-shirts, patches, and awards are available at the Main Trading Post. Times of operation are posted at each Trading Post.



RELIGIOUS SERVICES



Religious services are offered each week for campers in one of our camp chapels. The schedule of these services is posted in each camp. Leaders are encouraged to attend Chapel Services with their Troops. In addition to the weekly chapel

services, interfaith vesper services are offered throughout the week either in the camp's chapel or in your campsite upon request.

Chaplains are also available to work with your Scouts on the Religious Award Program and the Owasppe Chapel's Program. In addition, our Chaplains are always available for counseling and guidance.

HEALTH LODGE

The Owasppe Health Lodge, located behind the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications. A Doctor is on-call at all times to handle emergencies. If advanced emergency services are required, campers will be taken to a local hospital. Emergency room service is available on a 24-hour basis.

All registered Chicago Area Council Scouts and Scouters are covered by accident insurance. This is a secondary insurance based on the injured persons personal insurance.



Non-Chicago Area Council Scouts and Scouters **are not** covered by this policy. For more information, contact the Chicago Area Council, 1-312-421-8800.

OWASIPPE TRAIL SYSTEM



The time-tested trails of Owasippe remain its oldest operating program resource, dating back to the camp's origin in 1911. In fact, many of these routes predate Owasippe as Indian passages, pioneer trails, or lumberjack roads. These trails traverse the entire reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

The trails are for the novice and veteran hiker alike. Some sections are rugged and challenging, while others are quite effortless. They can help a Scout fulfill Merit Badge and advancement requirements, or merely provide him with a change of pace from the regular camp routine.

The trails are marked with new, colored, visible, attractive fleur-de-lei embossed with the word, "Owasippe." A Trail Brochure and maps of Owasippe are available from your Commissioner. Listed in the brochure are suggested hikes including times and distances to points of interest from various locations. Scouts and Leaders who hike every trail at Owasippe, including all the White Trails, may wear the attractive *I Hiked 'em All* patch (available in the Trading Post). Large OSR maps are available at any of the camp trading posts.

The Blue Trail has a greater level of difficulty and is more suited for older Scouts and experienced hikers. Its terrain is more rugged and forested, and also consists of numerous streams and bogs. The challenge of this wilderness route is complemented by its inspiring scenery and natural wonder. This trail is the outer loop of the Reservation Trail System.

The Orange Trail follows the edge of Lake Wolverine, a man-made reservoir created in the late 40s as part of the Wolverine Hunt Club. Aside from the camps circling the lake, the area is devoid of human habitation, but is home of many wild animals and interesting vegetation. Many scenes are breathtaking, so camera buffs should be kept busy. Lake Wolverine is visited often by the American bald eagle, the great blue heron, swans, and Canadian geese. Tracks of white tail deer will be common and, occasionally, you'll be startled by the takeoff of a quail or grouse. Beavers and muskrats are plentiful at the southern end of the lake.

The Red Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the intersection of the Orange Trail.

The White Trails are interconnecting trails or trails that lead to points of interest.

Blue Trail Highlights	Orange Trail Highlights	Red Trail Highlights
Big Blue Lake Camp Blackhawk Fossett Sailing Base Mud Lake Bass Lake Nine-Acre Lake Marl Beds Quaking Bogs Marl Springs Camp Reneker Horse Corral Pierre's Bayou	Lake Wolverine Gus Kopp Dam Cleveland Creek Vigil Cove COPE Course Camp Robert Crown Stone-Soderstrom Chapel Camp Carlen Sauger Lake Deuces Wild Channel Ferry Paul Bunyan Outpost Cheyenne Outpost Camp Wolverine Fishing Outpost Camp Wolverine Chapel	Big Blue Lake Camp Blackhawk Gerken Creek Pickerel Pond Paradise Valley Krier's Crossing Cleveland Creek Dance Hall Ruins Homestead Ruins Owasippe's Grave Pierre's Bayou Administration Center Snack Bar Trading Post E. Urner Goodman Museum Tar Pits

PLANNING FOR IWASIPPE

WHAT DO I NEED TO BRING TO CAMP?

TROOP & PATROL GEAR LIST

Tents and cots are furnished for all campers. Picnic tables, trash bags, toilet paper, and garbage pick-up are provided for each site.

For Troops with limited equipment, the camp has a small number of dining flies, water jugs, cooking utensils, and Dutch ovens which may be checked out on a first-come/first-served basis. Please see your Commissioner at Sunday Night Roundtable to make arrangements if you need equipment.

Depending on your Section Camp and your individual Troop Program, we suggest that your Troop might wish to bring the following items:

- ☐ Completed medical forms for all campers (required)
- ☐ Completed youth protection forms for all adult leaders (required)

HELPFUL HINT:
KEEP COPIES OF ALL REQUIRED FORMS

UNIT ADMINISTRATION

- ☐ Unit Checkbook
- ☐ Unit Advancement Records
- ☐ Unit Medical Log
- ☐ Unit Merit Badge pamphlets
- ☐ Campfire ideas and materials
- ☐ Song and stunt books

CAMP KITCHEN EQUIPMENT

- ☐ Camp stove
- ☐ Cook kit and chef kit
- ☐ Dutch oven
- ☐ Charcoal
- ☐ Coolers*
- ☐ Wooden matches

CAMPSITE EQUIPMENT

- ☐ American and unit flags
- ☐ Patrol flags
- ☐ Unit First Aid Kit
- ☐ Footlocker and lock (for locking up valuables)
- ☐ Alarm clock
- ☐ Ax and bowsaw
- ☐ Thumb tacks and plastic cover for bulletin board
- ☐ 1/4" rope for lashing, roping off site, etc.
- ☐ Dining Fly
- ☐ Tarps
- ☐ Unit sewing kit
- ☐ Propane lantern with extra mantles
- ☐ Hammer for driving stakes
- ☐ Broom and dustpan
- ☐ Clothesline
- ☐ Garden hose and toilet brush for cleaning KYBO

*for non-perishible foods only



CAMPER'S GEAR LIST

Keep in mind when traveling by council bus that baggage space is limited to one duffel bag and one pack or small suitcase.

The following is a suggested gear list for campers staying one week at Owasippe:

☐ Completed Medical Form (required)

CLOTHING

- ☐ All clothing and personal gear must be tagged with camper's name.
- ☐ Summer Scout Uniform
 - ☐ Scout Shirt
 - ☐ Scout Shorts or Long Scout Pants
 - ☐ Scout Socks
 - ☐ Scout Shorts
 - ☐ Neckerchief
 - ☐ Troop Hat
 - ☐ Belt
 - ☐ Neckerchief Slide
- ☐ Sweater or sweat shirt
- ☐ Jacket
- ☐ 6 pairs of socks
- ☐ 6 pairs of underwear
- ☐ Swimming Trunks
- ☐ 6 T-shirts
- ☐ Jeans and Shorts
- ☐ Sneakers (Gym Shoes)
- ☐ Hiking Boots or hard-soled shoes
- ☐ Flip-flops or shower shoes
- ☐ Poncho or raincoat

GEAR

- ☐ Sleeping bag or two warm blankets.
- ☐ Gear Bag or Backpack
- ☐ Vittle Kit (knife, fork and spoon)
- ☐ Drinking Mug (plastic only, please)
- ☐ Canteen (Optional)

- ☐ Compass (Optional)
- ☐ Flashlight (bring extra batteries)
- ☐ Pillow

PERSONAL

- ☐ Fire'm Chit Card & Totin' Chip Card
- ☐ Insect Repellent (Non-aerosol only)
- ☐ Personal First Aid Kit
- ☐ Personal Toiletries Kit
 - ☐ Soap
 - ☐ Washcloth and 2 towels
 - ☐ Toothbrush and toothpaste
 - ☐ Tissue or handkerchief
 - ☐ Comb or brush
 - ☐ Laundry bag
- ☐ Scout pocket knife (If you have earned Totin' Chip)
- ☐ Watch (Don't bring an expensive one)
- ☐ Scout Handbook (A must)
- ☐ Note Pad (A must)
- ☐ Pen or Pencil (A must)
- ☐ Spending Money

OPTIONAL

- ☐ Frisbee, Baseball equipment
- ☐ Fishing Gear
- ☐ Camera and Film
- ☐ Air Mattress or Foam Pad
- ☐ OA Sash

DO NOT BRING VIDEO GAMES, PORTABLE RADIOS OR TOYS
DO NOT PACK SNACKS IN GEAR BAG--RACCOONS LOVE MIDNIGHT SNACKS



PLANNING YOUR TROOP PROGRAM

Who Plans My Troop Program at Owasippe?



While Owasippe offers many opportunities for fun and activities, it is ultimately the responsibility of your Troop Leaders and your Troop's Patrol Leaders' Council to establish a program and schedule for your Troop at camp.

Since summer camp is the most important event of the Scouting year, it is vitally important that Troops plan adequately in order to insure maximum fun and

participation by the campers. In addition, planning sessions are an excellent opportunity for your Senior Patrol Leader and other Troop officers to function and put into practice the "Patrol Method."

What Should I Do Before My Troop Leaves for Camp?

☐ Determine what your Troop wants to get out of camp.

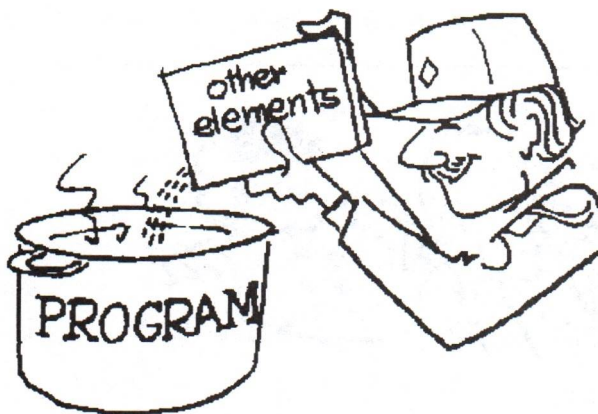
- We suggest that you review your Scoutmaster's handbook, especially the section on "The Summer Camp Adventure."



- Review this "Leader's Manual" as well as "Summer Program Helps" from *Scouting Magazine* or *Woods Wisdom*.

☐ Determine what your Scouts need in camp.

- On an individual basis, conduct a Scoutmaster's Conference with each Scout concerning his camp and advancement objectives.
- Give the Scout an opportunity to express his ideas for both Patrol and Troop activities.
- For your older Scouts, check out the High Adventure Section of this manual.



☐ Develop your Program.

- Within this program should be adequate provision for Patrol activities, small-group interests, and individual projects. In other words, activities should be planned which are Troop-centered, Patrol-centered, and individual-centered. Some suggestions appear on the chart on the next page.
- Review your Camp Plans.
- Go over all program plans with your Troop committee.
- Enlist parent support.

POSSIBLE PROGRAM ACTIVITIES

Typical Troop-Centered Activities:	<ul style="list-style-type: none"> • Problem solving • Ceremonies • Work on Advancement • In-site campfires • Camp inspection preparation (Baden-Powell Award) • Conservation or service projects • High Adventure Outpost programs • Games and crafts • Owasippe Trail hiking (trip to Eagle's Nest, Owasippe's grave, quaking bogs, etc.) • Troop swims • Trail rides • Star Hikes
Typical Patrol-Centered Activities:	<ul style="list-style-type: none"> • Patrol Hiking • Campcraft; the simple skills of housekeeping in the outdoors, including cooking • Scoutcraft instruction on an elementary level including practice and contests in first aid, ropework, firebuilding, compass, games, etc. • Preparation for campwide events • Camp improvement projects
Typical Activities for Small Groups or Individuals:	<ul style="list-style-type: none"> • Hiking (roaming) • Boating • Handicrafts • Exploration • Pioneer projects • Fishing • Shooting and archery



☐ **How Do I Put My Troop's Program Into Practice?**

- Draw up lists of what you wish to do.
- Include outposts, canoe trips, overnights and hikes.
- Know how many boys want to participate in each outpost or special program at the Sunday night Leader's Roundtable.

☐ **Plan your program tentatively.**

- While we make every attempt to insure maximum participation by every camper, many of our outposts are handled on a first-come, first-served basis. Have backup plans ready in case of last minute changes.
- You and your Senior Patrol Leader can finalize your program plans at the Sunday Night Leader's Roundtable when you arrive in camp.



☐ **What Resources Do I Have to Help Make my Program Work?**

• **Your Camp Staff.**

Each of the people recruited as part of the Owassippe Camp Staff is dedicated to serving your Troop's needs and working along with you to help plan the best program possible. Their job is to work through you. These outstanding young people have been recruited from across our Council, and literally from across America. Their aim is to help you to be a successful Camp Leader. Work along with them to accomplish this aim.



• **Your Commissioner— The Busiest Man In Camp**

Your Troop's Commissioner is the fellow you will be working with most closely. His position is similar to that of a neighborhood commissioner. He has a sound understanding of Scouting's basic principles, and possesses most of the traditional Scout skills and understanding of the Patrol Method. His job is to help a Troop get the maximum benefits from the program opportunities available at camp, to strengthen the Patrol Method, and to counsel with the Scoutmaster about any special problems, housekeeping needs, program ideas and program scheduling. He will not take over for you, but will be available to assist and support you in every way. Your Commissioner may be several years your junior, but you will find him to be a real asset to your Troop's operation.

• **Other Troops and Their Leaders**

Camp Roundtable meetings are scheduled on Sunday nights and Wednesday mornings. Make sure you and the Leaders from your unit attend so that you have all the up-to-the-minute information. Senior Patrol Leaders'

Meetings are scheduled throughout the week for the purposes of planning the closing campfire, etc. Don't let your Troop be left out! Make sure your Leaders and SPL attend and participate in these meetings.



EXPERIENCE TEACHES US

Helpful Hints for Planning and Implementing Your Troop's Program

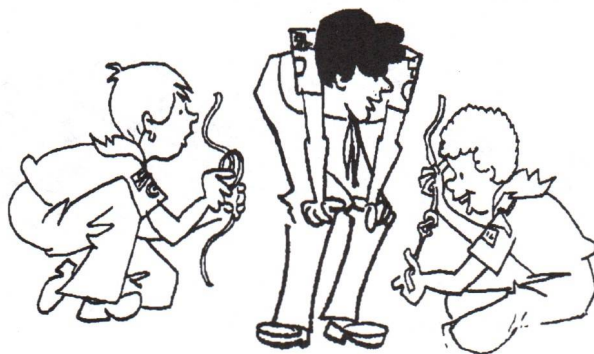


- The degree of planning and preparation a unit goes through prior to ever leaving home will contribute greatly to how good a time both Leaders and Scouts will have at camp. A successful summer camp experience takes forethought and effort.
- While Summer Camp Advancement is important, it is by no means the most important aspect of why Scouts come to camp. It is important that units plan their agendas carefully to include activities that are both advancement oriented and fun. Boys who have fun stay in Scouting.

- Scouts come to camp as a group and to enjoy the company of other Scouts. Unknowingly, they look forward to seeing each other face the challenge of outdoor living. They will always remember that lucky shot at the range, the burned eggs, wet boots, who forgot what, or one of their own dragging himself in dead tired after finally completing a mile swim. It is from these lessons, experienced as a Patrol or unit, that build tall tales, funny stories, and the lasting memories that make time spent at camp special. Plan activities that your boys can do together: canoe trips, overnight campouts, etc.



- The results of a national survey indicate that a primary reason why many boys don't return to summer camp is due to the fact that they didn't have an enjoyable experience—it seemed too much like school.
- Don't view summer camp as a "Merit Badge Factory" where Scouts or units compete to see how many merit badges they can get. Instead, camp offers merit badge instruction as one of many program opportunities from which to choose. It is most effective if Scouts sign up for no more than three merit badges per week.



- We encourage first year campers to join the Adventure Patrol. Merit badges can come later after the boy has mastered the basic Scout skills.
- Have Scouts do written requirements for merit badges at home before camp. The summer camp experience should emphasize the Outdoor Program. It's not much fun sitting at a picnic table writing a 200 word report.

- Be flexible. Some weeks more than 500 Scouts attend our camps and, while your staff is there to try and meet everyone's needs, schedules do change and conflicts will occur.

- Scoutmasters should bring a foot locker or other lockable container to protect Scouts' valuables. Missing property can be a major headache at camp. Stop it before it happens.

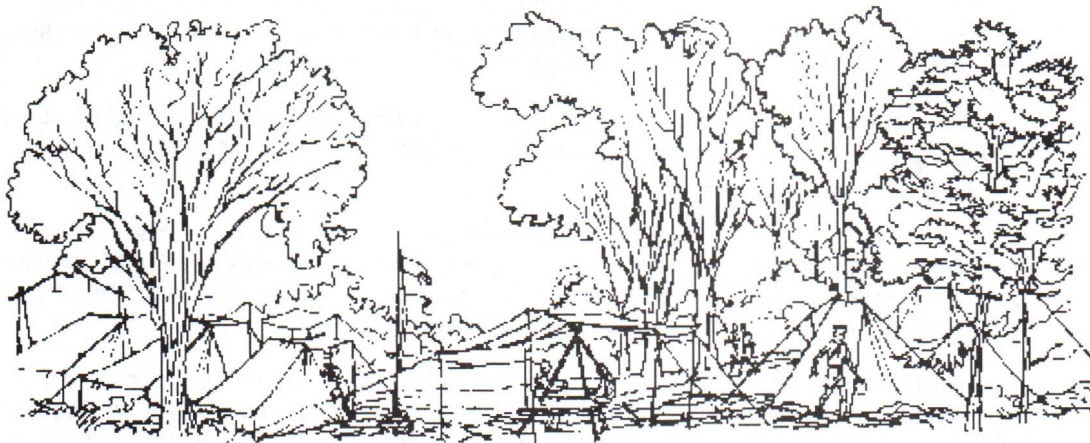


- Leaders should make a point to visit all of the Owasippe Program Areas. Personally view as many sessions as possible.

- Keep in mind that Leaders are responsible for the conduct of their Scouts in camp. This is most important when Scouts become disruptive in Program Areas. If you don't discipline your own boys, it puts the added burden on the staff to do so. Worse yet, another Leader, whose method or style may or may not be consistent with yours, may attempt to discipline your Scouts.



- Attend the required Sunday Night Leader's Roundtable. This meeting is crucial and will set the stage for the entire week. Your boys will be off to a bad start if you miss this most important first meeting.



OUR PROGRAM AREAS

ABOUT OPEN PROGRAMMING . . .



"Camping is the great outdoor adventure of Scouting. As a Scout becomes at home in the outdoors, he unconsciously absorbs some of the greatness of nature itself—the stillness of the forest, the merriment of the mountain stream, the breadth of the ocean, the freedom of the sky, the clearness of the wind, the beauty of the sunset. In working with nature to help provide his food and comfort, the Scout learns some of the skills, resourcefulness, and self-reliance of the pioneer. The woods, the streams, the trails, and the wild creatures that inhabit them become his friends and the outdoors a lifelong source of recreation.

"The purpose of the camp is to provide experiences that will enable the unit to plan and to conduct its own program. The services of the camp staff, therefore, are counseling, coaching, and supervision.

"The camp program schedule should not be set up on an hourly basis or the day divided into standard periods at which time Troops or groups will rotate from one site area or subject to the next as is commonly seen in school systems. The methods of the school and of the Scout camp are quite different. For example, if a Troop or group has elected to learn and practice pioneering skills on Tuesday morning, they may start this at 9:30 AM and continue until they have completed the monkey bridge and two rafts and actually used these devices. Such a Troop might have a very different experience in pioneering if the schedule prescribed one or two 40-minute periods and then the activity ended.



"In camp, a young man may wish to follow some individual interests with his buddies or as a member of a special-interest group. He should have such individual rights and opportunities. The whole Troop does not have to be with the youth in everything he does.



"There must be a place for the unscheduled or informal activities that a Scout wants to do by himself or with his friends. The Scout's leader or camp director should not be overly concerned when he sees a young man lying on his back and watching the clouds go by or just 'sitting and whittlin'."

"He may want to go fishing with a friend (the fish don't know about the camp schedule, and scheduled free time may not always be their time to bite).

"In the process of programming there are two schedules, the schedule of the Troop and the schedule of the staff. Both are important. The schedule of the staff is entirely dependent upon the specific needs and schedules of the Troops in camp and the schedules of the Troops are entirely dependent upon the schedules and needs of the individual camper.

"Duty and responsibility must always take precedence over individual desires, but the opportunity for a young man to weigh such decisions must be present; otherwise, there is no learning or growth in judgment."





—Camp Program and Property Management, BSA publication 20-920





At Owasippe, most of the Program Areas in your Section Camp will operate under the Open Programming Concept. However, because of staffing quotas, safety requirements and equipment limitations, Aquatics, Shooting Sports and Horsemanship will conduct a regular schedule of program times and will not operate under the Open Programming Concept.

ECOLOGY-CONSERVATION-NATURE

The purpose of Ecology-Conservation in Scouting is to help boys develop the right attitudes regarding the importance and wise use of natural resources; to contribute to the rebuilding and wise use of America's resources by actual work on the land, in the forests, and along the waterways; and to carry out such activities as erosion control, forest fire detection and prevention, and wildlife habitat improvement.

In our camp program activities, we have a unique opportunity to achieve these objectives. There is not better place than the outdoors to teach appreciation of these resources.




Merit Badge	Comments	Requirements
Astronomy 	Excellent badge (weather permitting) for all Scouts.	<ul style="list-style-type: none"> Requirement option 2a, 2b, 3a, and 3b can require observation time of 4 weeks to 12 months.
Environmental Science 	Eagle required badge	<ul style="list-style-type: none"> Requirement 3 calls for 8 hours of observation. Requirement 4 calls for a 500 word report. Requirement 5 calls for a project to be accomplished.
Fish and Wildlife Management 	One of the harder merit badges but interesting and informative.	<ul style="list-style-type: none"> Requirement 5 lists 4 options. Options 5a and 5b cannot be done at camp. Requirement 7 lists 4 options. Option 7d requires 60 days observation and an aquarium.
Mammal Study 	Ideal merit badge for second year Scouts and above.	<ul style="list-style-type: none"> Requirement 3 can require from 6 to 15 hours of observation time or a detailed written report. Requirement 5 calls for completing a service project influencing mammal population numbers in a given area.

Merit Badge	Comments	Requirements
Nature 	Best general Eco\Con badge offered. Materials or kit may be required to complete this badge.	<ul style="list-style-type: none"> • Can require building of birdhouse or feeding station or birdbath. • Requirement 4 calls for carrying out projects in 5 of 8 subjects. • Requirement 4b requires 1 month of observation • Requirement 5 cannot be completed at camp
Reptile and Amphibian Study 		<ul style="list-style-type: none"> • Requirement 8 must be done prior to coming to camp and involves raising and caring for reptiles or amphibians for an extended amount of time.
Soil & Water Conservation 	Advanced level Merit Badge very difficult to complete at camp.	<ul style="list-style-type: none"> • Review all requirements before coming to camp.
Fishing 	Some equipment is available for Scouts enrolled in fishing merit badge.	<ul style="list-style-type: none"> • Easy badge. • Live bait can be purchased at camp.

Other Activities	Comments	Requirements
Nature Trail	1/4 mile nature trail available.	<ul style="list-style-type: none"> • Helpful when working on rank requirements.
Star Hikes	Check with Eco/Con Director for schedule	




SCOUTCRAFT



One of our most popular areas, Scoutcraft offers instruction on basic Scout Skills. In addition to other offerings, Scoutcraft also offers a schedule of overnight camping and wilderness survival skills.

Merit Badge	Comments	Requirements
Camping 	Eagle required badge. One of the top 5 most popular badges earned at camp. Good for all Scouts. Food preparation requirements can be used towards earning cooking merit badge.	<ul style="list-style-type: none"> • All requirements with the exception of 8a can be done at camp. • 8a requires 13 nights of camping in addition to nights spent in summer camp. • Paperwork requirements should be done prior to camp.
Hiking 	Basic Scout skill.	<ul style="list-style-type: none"> • Badge requires 70 miles of hiking which makes it difficult to complete in 1 week of camp.
Orienteering 	Advanced level Merit Badge.	<ul style="list-style-type: none"> • Cannot be completed at camp. • Requires taking part in three Orienteering events of which one must be defined, set up, and officiated by the Scout.





Merit Badge	Comments	Requirements
Pioneering 	Basic Scouting skills merit badge. Practicing knots, splices and lashing prior to coming to camp should be considered.	<ul style="list-style-type: none"> Requires building one of the following: Log bridge, signal tower, monkey bridge, or raft.
Wilderness Survival 	Good badge for experienced Scouts.	<ul style="list-style-type: none"> Scouts are required to build a shelter of natural materials and spend a night sleeping in it.
Cooking 	A basic must-earn merit badge for all Scouts.	<ul style="list-style-type: none"> Requirement 2a necessitates a trip the store to price food items. Best if done prior to coming to camp. Items only need to be priced not purchased.

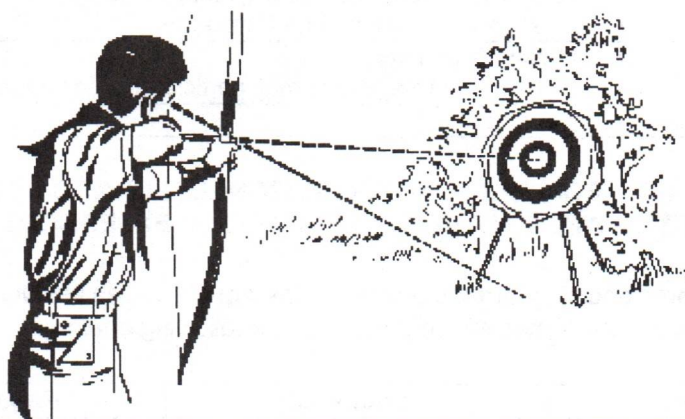
Other Activities	Comments	Requirements
Fire'm Chit Instruction 	A must for beginning Scouts.	<ul style="list-style-type: none"> Available by request with Scoutcraft Director.
Totin' Chip Instruction 	A must for beginning Scouts.	<ul style="list-style-type: none"> Available by request with Scoutcraft Director.




SHOOTING SPORTS

Scouts must go through Range Orientation with the Shooting Sports Staff before participating in range activities.

National Standards limit the number of active shooting positions on the range to eight (8) at any one time. Due to this, the Shooting Sports area will post a schedule of open shooting times and hours of instruction. The Shooting Sports area WILL NOT operate under the Open Program concept.

Check with the Lodge or the Range Officer for the schedule of Open Shoots, Robin Hood Shoots, Junk Shoots and other range activities.



Merit Badge	Comments	Requirements
Archery 	Prior archery experience is recommended but not required.	<ul style="list-style-type: none"> • Very satisfying badge to earn but requires a great deal of practice. • No cost for lost cedar arrows.
Rifle Shooting 	Prior rifle experience is recommended but not required. No cost for 22 cal. rim fire ammo.	<ul style="list-style-type: none"> • At 50 feet must place 15 out 15 shots in the size of a quarter.
Shotgun Shooting 	Cost of ammo is 5 rounds for \$1.00 or 50 for \$10.00. Scouts should plan on shooting 50 to 75 rounds.	<ul style="list-style-type: none"> • Requirements call for hitting 24 out of 50 clays.

AQUATICS





All Scouts, Leaders and family campers who plan on using the aquatic facilities (including boats and canoes) must take the BSA Swimmers test. Each person will be rated according to the following BSA rating:




A MEDICAL FORM MUST BE ON FILE IN THE CAMP HEALTH LODGE IN ORDER TO PARTICIPATE IN WATER SPORTS!

Learner	<ul style="list-style-type: none"> Anyone who does not qualify for any of the other ratings.
Beginner	<ul style="list-style-type: none"> Swim 50 feet.
Swimmer	<ul style="list-style-type: none"> Swim 100 yards (75 yards using side, breast or crawl stroke, and 25 yards using elementary backstroke). Float on your back for one (1) minute.
Rowboats	<ul style="list-style-type: none"> Must be Swimmer. Learners and Beginners may participate if accompanied by a Swimmer.
Canoes and Sailboats	<ul style="list-style-type: none"> Swimmers only.

ALL PERSONS ARE REQUIRED TO WEAR PERSONAL FLOTATION DEVICES AT ALL TIMES WHEN IN ANY WATERCRAFT. NO EXCEPTIONS!

Due to safety standards and lifeguard requirements, the Aquatics Area will NOT operate using the Open Programming concept. Times will be posted for the following offerings:

Merit Badge	Comments	Requirements
Canoeing 	Fun merit badge.	<ul style="list-style-type: none"> Scouts must be swimmers Scouts must demonstrate CPR on an adult mannekin for 3 minutes.
Life Saving 	Optional Eagle required badge.	<ul style="list-style-type: none"> Scout must first have completed Swimming Merit Badge Requirement 14. Scouts must demonstrate CPR on an adult mannekin.
Rowing 	Good merit badge for all swimmers.	<ul style="list-style-type: none"> Must first successfully complete the BSA swimmer test. Scouts must demonstrate CPR on an adult mannekin for 3 minutes.
Swimming 	Optional Eagle required merit badge. A must-earn merit badge for any capable Scout.	<ul style="list-style-type: none"> Requirement 5 requires long sleeve pants and shirt for a 50 yard inflation swim. Scouts must demonstrate CPR on an adult mannekin for 3 minutes.





Other Activities	Comments	Requirements
Mile Swim 		<ul style="list-style-type: none"> Check with Aquatics Director to schedule Mile Swim.
BSA Lifeguard 		<ul style="list-style-type: none"> Check with Aquatics Director to schedule BSA Lifeguard instruction.
Safe Swim Defense Safety Afloat 	A must for all Scouts and Leaders.	<ul style="list-style-type: none"> Check with Aquatics Director to schedule Safe Swim Defense instruction.
Lake Wolverine Channel Swim	Available to all Owaspippe campers. Make arrangements with the your Section Camp Aquatics Director.	<ul style="list-style-type: none"> A challenging 2½ mile course. Scouts need to be excellent swimmers and in good physical shape.



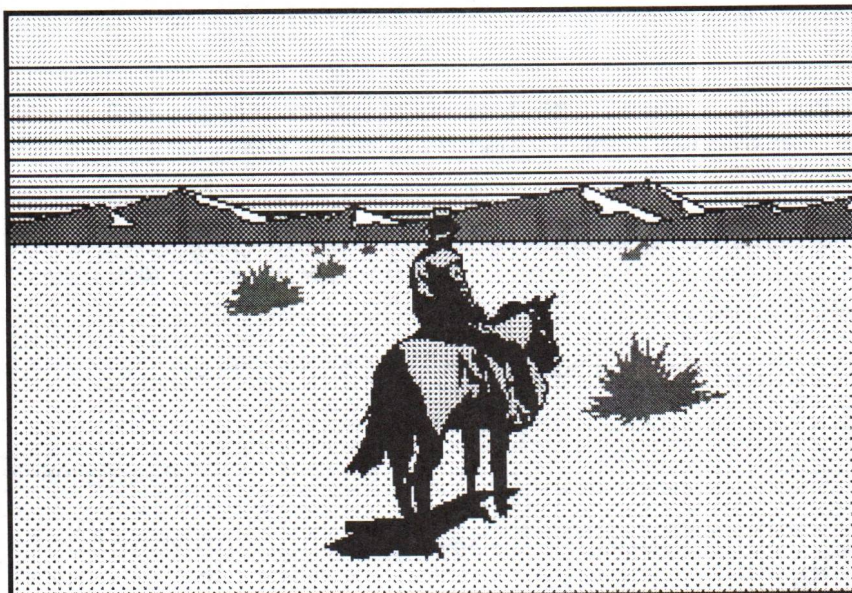
CRAFT VILLAGE

Craft Village merit badges are ideally suited for 1st and 2nd year campers. Not only will Scouts develop self confidence by learning new skills, they will also have the added pleasure bringing their work of arts home with them to show their family and friends.

Leatherwork is not only the most popular merit badge offered at Owassipe, it is also one of the most rewarding merit badges. Scouts have the opportunity to make a number of truly useful articles. The better craft kits do cost a little more. Key chains kits are less expensive than a billfold. Checkbook kits are less expensive than belts kits. Items with larger surfaces offer greater creativity for personalization with designs, name, Patrol emblem, etc.

Merit Badge	Comments	Requirements
Indian Lore 	Fascinating badge. Highly recommended for campers with 2 or more years at summer camp or Scouts interested in becoming members of the Order of the Arrow.	<ul style="list-style-type: none"> Can be completed but requires 2 of the following: <ol style="list-style-type: none"> Making an article of Indian clothing Making a model of authentic Indian dwelling Making 3 Indian articles Visiting a museum displaying Indian artifacts
Basketry 	Appropriate badge for new Scouts. Materials can be located and collected in wild or purchased in kit form.	<ul style="list-style-type: none"> All requirements can easily be done at camp. May require purchase of a basket kit.
Leatherwork 	Number ONE most popular merit badge.	<ul style="list-style-type: none"> Cost for materials can range from \$3.00 up.
Wood Carving 	Scout knife or carving knife required.	<ul style="list-style-type: none"> Scouts must have Totin' Chip to sign up for this badge. Materials costs start at \$2.00.

DIAMOND O RANCH




The Diamond "O" Ranch (Horse Corral) is located one half mile west of the Administration Center on Silver Creek Road.

Our experienced staff not only does a wonderful job at teaching basic riding skills, they are also excellent in developing the primary skills of trust and rider/mount relationship.

The Diamond "O" Ranch is an ideal opportunity to introduce your Scout to the equestrian sport of horseback riding.

As a suggestion, we recommend that Scouts attend an open riding session prior to signing up for the Horsemanship merit badge. This merit badge is not suitable for most Scouts under 14 years of age.

A SIGNED PARENTAL WAIVER IS REQUIRED TO PARTICIPATE IN EQUESTRIAN ACTIVITIES AT OWASIPPE

Merit Badge	Comments	Requirements
Horsemanship 	This badge will fill up quickly. Register at Sunday Night Roundtable.	Cost \$15.00. Hard soled shoes and long pants required. Signed parental waiver required.


FOSSETT SAILING BASE

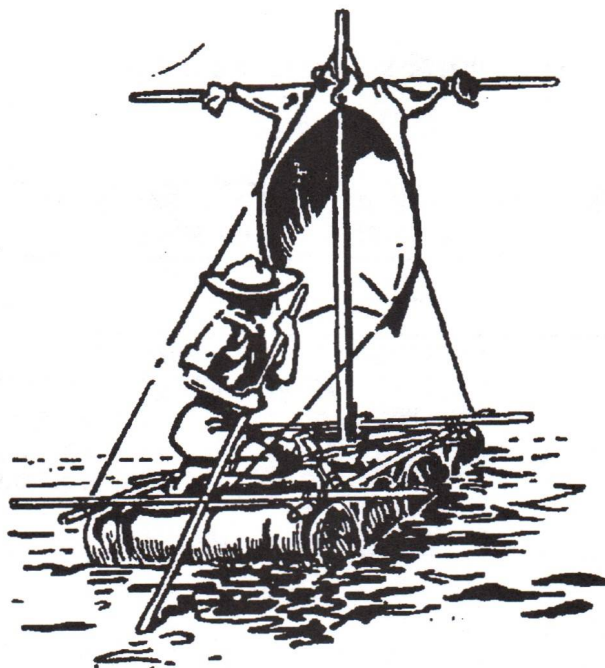
Be sure to visit Owasippe's Fossett Sailing Base located in Camp Blackhawk on beautiful Big Blue Lake. Fossett Sailing Base offers instruction in Small Boat Sailing and conducts a full Open Sailing program.

Sign up for Small Boat Sailing Merit Badge will be at the Sunday Night Leader's Roundtable. Please bring a list of all Scouts wishing to participate. However, please be advised that Sailing is an advanced aquatics skill.

We recommend, for safety's sake, that units require their Scouts to gain some degree of knowledge of the sport (bare minimum read the Small Boat Sailing Merit Badge Book) prior to coming to camp and signing up for the Merit Badge.

Scouts participating in Open Sailing should be aware that an on-shore orientation is included as part of the sailing time.

Merit Badge	Comments	Requirements
Small Boat Sailing 	This badge fills up fast. Sign up at Sunday Night's Roundtable. Participants must bring Buddy Tags with them in order to participate Participants must be prompt. Cost for this Merit Badge is \$8.00.	<ul style="list-style-type: none"> Scouts must successfully complete BSA swimmer's test.



ADVENTURE PATROL

The Adventure Patrol Program is offered in each of the section camps and is morning program with an early afternoon swim. It is designed to teach basic Scouting skills to newly enrolled Scouts and first-year campers. Led by a specially-selected Staff member, the Patrol meets daily, Monday through Friday, and includes activities such as hikes, cookouts, aquatics, and fun.

The course begins with an orientation to Scouting and the outdoors and an introduction to the Patrol Method.

During the week, the members of the Adventure Patrol work on outdoor requirements for the first two ranks, as well as the requirements for Totin' Chip and Fire'm Chit. They are also given an introduction to all of the Owasippe Program areas and the Owasippe Trail System.

NOTE: Members of the Adventure Patrol Staff do not "sign off" or approve requirements for Totin' Chip, Fire'm Chit, or rank advancement. They offer the instruction. It is the unit Leader's responsibility to verify that the Scout has qualified on the requirement.

Each Troop with Scouts participating in the Adventure Patrol program is encouraged to send a troop representative to assist in Scout supervision. New unit leaders also are highly encouraged to participate in the program. Bring newly-registered boys with you to camp and take them back as trained Scouts!

Sign-up for the Adventure Patrol is at the required Sunday Night Leader's Roundtable. Please be sure to bring a list of all participants.

WHERE EAGLES DARE

The Where Eagles Dare program is offered in each of the section camps. It is designed to teach advanced scouting skills (First Class) to second class scouts. Led by staff members, scout meet each afternoon in the program areas from 2-2:30 pm.

The program begins with an orientation activity, developing problem solving skills and group dynamics. On subsequent days, scouts will participate in advanced scoutcraft, ecology, sports and first aid activities.

As a program highlight at the end of the week, Eagles Dare participants are invited to attend in a special outpost program, where they will also enjoy a sumptuous barbecue.

Scouts completing the Eagles Dare Program will qualify to wear an attractive Where Eagles Dare patch.

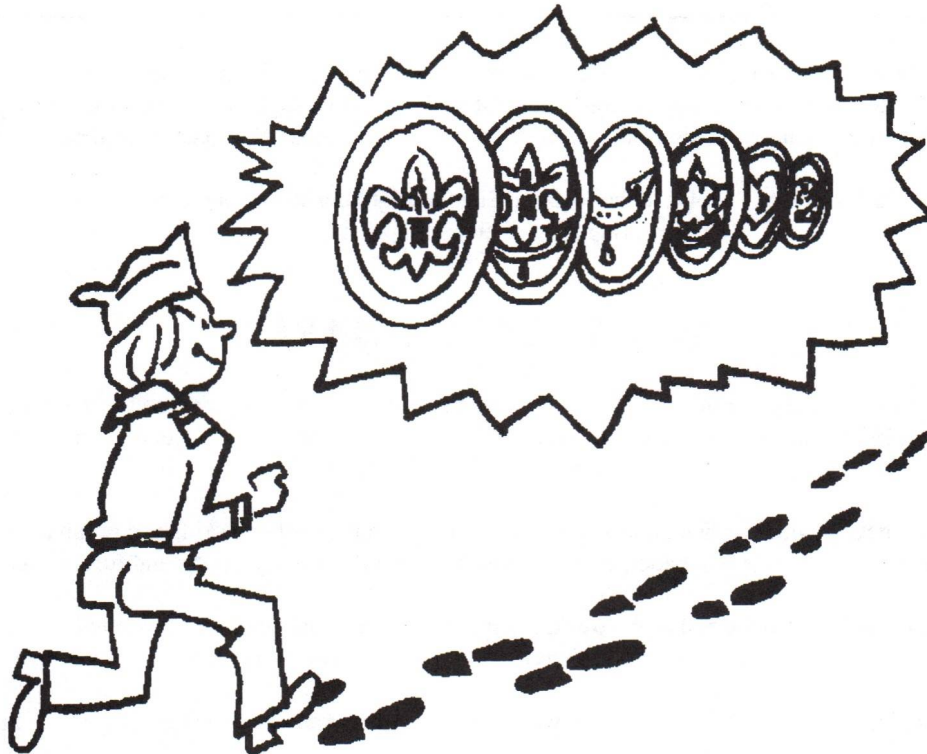
MERIT BADGE REQUIREMENTS COMPLETED AT HOME

The following policy has been established by the Chicago Area Council Advancement Committee.

Owasippe Staff will only recognize merit badge requirements done prior to coming to camp if they meet the following criteria:

1. Actual work, written report or other evidence is presented in its entirety to OSR Counselor for evaluation.
2. Blue merit badge card or partial slip indicating what requirements have been successfully completed is presented with all required signatures.
3. Signatures must include that of a Council approved merit badge counselor and Scoutmaster.
4. Statement from unit leader testifying that the requirement was satisfied but only for those badges that fall under activities normally associated with customary unit activities i.e. hiking, camping, cooking etc.

Acceptance of merit badge requirements NOT satisfied at camp is at the discretion of the Program Director for the merit badge in question. If Leaders and Program Director are in disagreement as what constitutes successful completion of a requirement, final determination is to be made by the Council Advancement Committee.



DISCOVER OWASIPPE

The Discover Owasippe program is designed for older Scouts to participate in a variety of activities which are not available on a regular basis in the section camps. These activities are broken down into several different programs.

Outpost overnights

A day-long fishing outpost

Canoe trips to fit your unit's schedule

Tubing trips

C.O.P.E.

Diamond O Ranch and equestrian programs

Your scouts may pick and choose the activities in which you wish to participate.

Come and be part of Discovering of Owasippe!

OVERNIGHT OUTPOSTS

Three outposts are designed as overnight camping experiences. These programs are geared for Scouts who are 12-14 years old, second or third year campers, and are looking for something a little different and challenging to add to their Scouting experience. Of course, any adult leader who can take a break away from his unit is more than welcome to join us.

CHEYENNE OUTPOST

This program takes Scouts back to the days of the early French fur trappers and voyageurs who first settled this area. Learn how to use a black powder musket, throw a tomahawk, and use a sweat lodge.

Cost: \$5.00

PAUL BUNYAN OUTPOST

Have you ever worked on building a real log cabin? Have you ever climbed a pole without any branches to help? Ever wondered how a lumberjack lived? Come to the Paul Bunyan Outpost and learn how the Northwoodsman loggers do it.

Cost \$5.00

WrANGLER OUTPOST

Ever wanted to take a leisurely trail ride, see parts of Owasippe you've never seen, cook a steak dinner to your tastes over the open fire, then settle back and enjoy a quiet evening on the trail?

Come and join us on the Wrangler dinner Outpost overnight.

Believe us—the steak dinner is worth the price.

Cost: \$18.00

Signed parental waiver required

MORE OUTPOST FUN

FISHING OUTPOST

Fish to your heart's desire; from shore, from a rowboat if you're a swimmer and have your buddy tag. You might pick up a few pointers from our master fisherman to help you land the "big one!"

You can bring your own equipment or we can supply it for you.

NOTE: This program is NOT for the Fishing Merit Badge. Fishing Merit Badge is offered only through your Section Camp's program department.

Cost: \$5.00 per person

WHITE RIVER CANOE TRIPS

The Owasippe High Adventure staff can help design a trip to fit the needs of your unit. Contact the Discover Owasippe Director and we will be happy to design a canoe trip for you. Each unit is to provide two deep leadership. Per Michigan Law each unit must have an adult who has Red Cross CPR for the professional rescuer or Heart association level D. Also each troop must have someone over 17 who has BSA life guard certification. Owasippe will make copies of all certification cards required so please, bring them with you.

Cost: Determined by the number of people involved, length of trip, and other factors. Cost of weekend trips is slightly higher than those scheduled during the week.

Swimmers only

TUBING OUTPOST

Think of those hot summer days where just moving around is an effort and you feel like you want to shower every five minutes. If the heat's got you down, bring some of your friends or your whole Troop and sign up for a Tubing Outpost trip. Picture sitting in an inner tube, lazily drifting down the White River, letting the current carry you along. It's a great way to relax, cool off, and let your mind drift.

This program can be scheduled for the morning, afternoon, or EVENING! It's a great way to cool off after a hot day. Minimum 10 participants

Cost: \$5.00/person
Swimmers only

MORE OUTPOST FUN

C.O.P.E. THE OWASIPPE CHALLENGE

The Owasippe Challenge is a series of Challenging Outdoor Personal Encounters. The course consists of group initiative games, low course, and high course activities. Some of the activities involve a group challenge while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of challenges.

The course is divided into two sections:

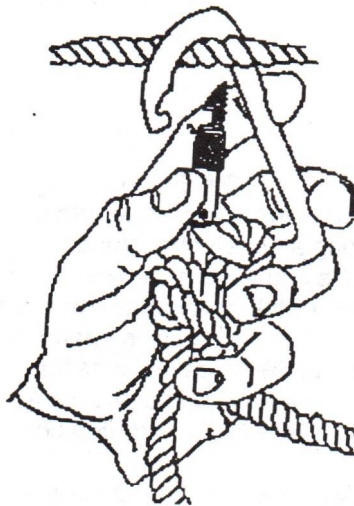
Challenge I—Initiative games and low events designed for 2nd year campers

Challenge II—Initiative games, low events and high events designed for 3rd year campers who have completed the Challenge I course.

NOTE: Special arrangements can be made with the Discover Owasippe Director for an Adults Only course.

COST: Challenge I—\$9.00 per person

Challenge II—\$16.00 per person



MORE OUTPOST FUN

HORSE CORRAL

The Horse Corral provides a chance for Troops to have an exciting experience on horseback and learn the basics of horsemanship.

Horseback Rides: \$10.00 (check for availability)

Weekend Trail Rides: \$12.00 per 1½ hours (Maximum 14 riders. Please make arrangements with the Discover Owasippe Director)
Signed parental waiver required

U.S.S. SILVERSIDES

Awaiting the visits of Scout Troops is America's most highly decorated World War II submarine, the USS Silversides. Arrangements can be made at your camp office for a trip to Muskegon Harbor and an overnight camping experience on the great sub. Scouts arrive at 7:00 PM. Available are a guided tour, a movie showing the Silversides in action, dining areas, toilets, sleeping quarters, etc. An hourly "night watch" must be kept till morning. Dismissal is after breakfast. Those who venture aboard are entitled to wear the striking Silversides patch (available at the trading post).

Cost: \$15.00 per person

BIKE OUTPOST

Following an old railroad bed is the new Hart-Montague State Park Bicycle Trail. This 23-mile asphalt trail rolls along an interesting variety of terrain, including fruit orchards, farms, quaint towns, prairies and valleys. At New Era is a sheltered picnic area next to grocery and ice cream shops. At the northern terminus of the trail is Hart Lake and the city of Hart. The southern terminus of the trail is in nearby Montague. Bicycles may be rented at shops in both towns. Cost to the bikes includes the daily Michigan State Parks bicycle permit fee. On weekends, a bus service is available at a nominal cost. It will return bikes and bikers to their starting point in town.

Cost: Check with the Discover Owasippe Director for details.

OWASIPPE AWARDS

Owasippe offers many special programs which contain opportunities for Individual Scouts, as well as entire units, to distinguish themselves for their achievements and to receive recognition.



Camp Patches, Segments, and Border Strips

Every Scout attending Owasippe looks forward to the day when he can proudly sew an Owasippe patch with border strips on his right-hand shirt pocket. You can tell an Owasippe "old timer" by the number of segments surrounding his camp patch.

Camp Patch

Camp patches are available at the Trading Post.

Camp Segments and Year Segments

Camp Segments and Year Segments are awarded at the Closing Campfire. Only one Camp Segment and Year Segment will be awarded to each camper during a season. Additional Camp Segments and Year Segments are available at the camp Trading Post.

Border Strips

Border strips are available for most of our Owasippe activities. They may be worn around the edge of the Camp Patch. Border strips are available at the Camp Trading Post.



Baden-Powell Award

This award, named in honor of Scouting's founder, has been designed to provide Scouts a chance to participate in the Patrol method and have a quality camp experience during their stay at Owasippe. (Please see the Baden-Powell Troop Inspection Sheet on the following page.)

Key Points of the Program:

- Troops are competing against a standard, not against each other. It is the hope of the camp that all Troops, regardless of size or age, will strive for this honor.
- The Troop's experience should *strengthen* its own leadership. The Commissioner will work with the SPLs to insure a fair inspection.
- The inspection score will be the basis upon which the qualification is determined. The SPL, through the coaching process, should gain the knowledge to bring back and perpetuate good camping habits in their Troop.

Baden-Powell flags will be awarded at the Closing Campfire. One flag is awarded to each Troop qualifying for the award. Additional flags may be purchased from the business office.

BADEN POWELL AWARD DAILY TROOP INSPECTION SHEET

TROOP:	CAMP:	SITE:	PERIOD:
SPL:		COMMISSIONER:	

ITEMS	SENIOR PATROL LEADER				
	M	T	W	TH	F
Patrol Method					
Camp Service					
*Hazards					
Dining Table					
*Kitchen Area					
*Fire Guard					
Tents					
Floors/Beds					
Personal Gear					
Latrine & Pump					
Grounds/Trails					
Damage					
Daily Score					

Items will be evaluated on a "0" or "1" basis. "0" does not meet the standard, "1" meets the standard.

Troops must receive a minimum of 40 points for the week in order to qualify for the Baden-Powell Award. Items marked with an asterisk () MUST meet the standard each day in order to qualify.

QUALITY STANDARDS

Patrol Method	Evidence of use of Patrol Method (Patrol flag, rosters, work schedule, etc.).
Camp Service	Performance of an approved camp service project sometime during the week.
*Hazard	No hazards to health and safety evident.
Dining Table	Proper table manners, behavior, cleanliness and table cleanup.
*Kitchen Area	Clean, sanitary—no open or exposed food. Perishables properly stored.
*Fire Guard	Fire guard roster posted, adequate fire protection, no unattended fires.
Tents	Tight when dry, slack when wet, nothing attached.
Floors/beds	Neat, evidence of airing of bags, floor swept.
Personal Gear	Clothing and gear neatly stored.
Ground and Trail	No litter, clean, not raked.
Damage	Evidence of proper care of equipment.



Owasippe Trail Program

The Owasippe Trails remain the oldest program resource of the camp, dating back to the camp's origin. Over the years, the trails have been revived and the attractive, color-coded, fleur-de-lis have made the many miles of trails easy to follow as well as exciting and adventurous. Hikers can travel between any camp or any program area on these well-marked trails.

Utilizing the Owasippe Trail system, programs may be devised which range from short hikes to longer Troop hikes, to overnight camping. Through a combination of well-marked trails, a hiker can plan a trip of several hours or a full day of traveling between camps, visiting program areas or the museum. Scouts may also utilize the trails to satisfy rank advancement through coordination with unit leaders.

Maps of the Owasippe Trail System are available in each section camp's office.

Scouts who hike all of the Owasippe Trails have earned the right to wear the "I Hiked 'Em All" patch (available in the Trading Post).



Owasippe Chapel Program

Scouts who complete the following requirements have earned the right to wear the Owasippe Chapel patch (available at the Trading Post):

- Meet and visit with an Owasippe Chaplain
- Learn the name of the Religious Emblem for your religion
- Attend an Owasippe church service or vesper service
- Complete a 1-hour service project for the Chaplain
- Assist the Chaplain at an Owasippe church service or vesper service OR say grace for one of the meals
- Learn the duties of a Chaplain's Assistant



Owasippe Distinguished Leader Program

Leaders completing the following requirements during their stay at Owasippe have earned the title of Owasippe Distinguished Leader:

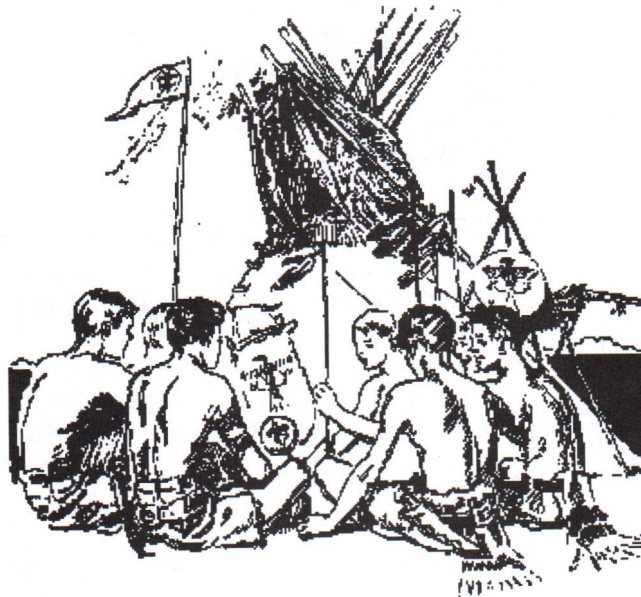
- Conduct a Troop Friendship Campfire with another Troop.
- Take at least 4 Scouts to visit the E. Urner Goodman Museum.
- Work 4 hours on an approved camp service project.
- Assist a minimum of 4 hours in an Owasippe program area assigned by the staff.
- Attend the Wednesday morning Leaders' Roundtable.
- Hike on at least 2 Owasippe trails.



Order Of The Arrow

The Order of the Arrow is the Scouting brotherhood of honor campers. Founded in the summer of 1915 by E. Urner Goodman, the Order is a society of the Boy Scouts of America that functions as part of the regular camping program of the Scouts. Its foremost purpose is to promote and enrich the ideals of Scout camping.

The Arrow is an important part of the overall camp program, and the staff members and campers who are in the Arrow should take an active part in its camp operation. One of the responsibilities of a good Arrowman is cheerfulness in going about his tasks. Arrow members on camp staff and campers must live by not only the Scout Oath and Law, but also the Arrow admonition.



CAMP SERVICE PROJECTS



Owasippe has over 250 buildings, 25 vehicles, and over 5,000 acres to manage with limited manpower and limited ways to accomplish this task. We ask all units to help maintain our camp by getting involved with Camp Service Projects.

It is really important for everyone to get involved to help keep Owasippe maintained, strong and healthy. It is the combined responsibility of all who use our camp to keep the dreams of Owasippe alive in our young men's hearts and minds, now and in the future.

I'd like to help, but what can I do?

There are several different camp service projects you or your unit can get involved in to help make Owasippe a better place. All projects must be approved by the Section Camp Staff. Check with your Commissioner for service project ideas. A few suggestions include:

- Building Check Dams
- Replacing guide lines on tents and flies
- Painting your latrine or other buildings
- Re-screening your latrine or other buildings
- Cleaning and maintaining the council ring
- Any worthwhile projects approved by the camp staff



Do you have a special skill?

Owasippe particularly needs your help. Owasippe can utilize the experience and skills of:

- Electricians
- Carpenters
- Roofers
- Plumbers
- Masons
- Mechanics

What about Conservation Projects?

Each Section Camp office has a full list of approved conservation projects. Check with your Commissioner for help selecting a project that will suit your unit.



**WHEN YOU ARRIVE AT
IWASIPPE**

FIRST DAY PROCEDURES

To insure that your check-in at Owasippe goes quickly and smoothly, please follow these simple check-in procedures:

CHECK-IN PROCEDURE (AD CENTER)

1. When you arrive at Owasippe, report to the Ad Center Snack Bar Area. **DO NOT** go directly to your Section Camp.
2. Please have the following paperwork ready and available:
 - ☐ Completed Troop Rosters (3 copies)
 - ☐ Completed Medical Forms (for ALL campers, youth and adult, who will be attending camp)
 - ☐ Completed Michigan Youth Protection Forms (for all adult leaders)

Helpful Hint: Keep Copies of ALL required forms!

- ☐ Troop Checkbook
 - ☐ Any other materials that deal with your Financial Settlement (campership approvals, etc.)
3. Report to Station #1: Check-In
 - ☐ Turn in 1 copy of your unit roster
 - ☐ Turn in Michigan Youth Protection Forms
 4. Report to Station #2: Financial
 - ☐ Settle all appropriate financial matters
 5. Take your Medical Forms, the remaining 2 copies of your Troop Roster, and any other materials given to you at the Ad Center and proceed to your Section Camp.

CHECK-IN PROCEDURE (SECTION CAMPS)

1. When you arrive in your Section Camp, you will be directed to Section Camp Check-In by members of the Section Camp Staff.
2. At the Check-In location, you will be introduced to your Site Host, a staffer who may remain with you for the rest of the

afternoon to guide you through the check-in and orientation procedures.

3. Your Host will direct you to your campsite and help you with any questions you may have about settling in.
4. Upon arrival in your site, have all members of your Troop (adults and youth) dress for swim checks.
5. Report for Medical Re-Checks and Swim Tests. Please make sure to bring with you:
 - ☐ Copies of your Troop Roster
 - ☐ All Medical Forms (youth and adult)
6. Return to your site, continue unpacking and settling in, and prepare for the opening flag ceremony and dinner.
7. After dinner (check with your Site Host for the time in your Section Camp), there will be an opening Leader's Roundtable meeting and SPL meeting. This is the time to finalize your Troop's program in camp. It is required that all leaders and SPLs attend this important meeting.
 - ☐ Leaders bring with you lists of Scouts wishing to sign up for any high adventure or outpost program, lists of Scouts wishing to take Sailing or Horsemanship Merit Badge, and Scouts wishing to join the Adventure Patrol.
 - ☐ SPLs bring with you campfire ideas, flag ceremony ideas, service project ideas.
8. During the meeting, a camp orientation tour for your Troop will take place. This will include Rifle Range orientation, Aquatics orientation, learning the camp song, and any other pertinent information.
9. There will be an opening Campfire program in each camp on Monday evening. Make sure your Troop plans to attend in uniform.

CAMP POLICIES AND PROCEDURES

AFFIRMATIVE ACTION	The Executive Board of the Chicago Area Council, Boy Scouts of America, in March 1972 adopted the Federal Affirmative Action Policies and Procedures for all of our operations. Included in the Policies and Procedures is the operation of our camping program which indicates that the rules for acceptance and participation in our programs are the same for all without regard to race, color or national origin.
ALCOHOL/DRUGS/SMOKING	<ul style="list-style-type: none"> • The consumption , possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program is not permitted. • Violations of all local, state and federal laws will be reported. • Violators will be asked to leave the Owasispe property. • It is suggested that adult leaders refrain from smoking when in proximity to Scouts. • Smoking is not allowed on Owasispe property.
BUDDY SYSTEM	<ul style="list-style-type: none"> • The buddy system is in effect all over Owasispe. • Scouts must travel with a buddy wherever they go. • Leaders should devise a system of check-out/check-in so that they can account for their Scouts at all times. • Campers should hike on marked Owasispe trails. • Hitchhiking or hiking along public roads is not allowed.
DIETARY LAWS	<ul style="list-style-type: none"> • Pork products are served in camp. • Owasispe is unable to serve Kosher foods and therefore Troops desiring Kosher foods should plan to prepare their own meals. • Troops may elect to be served pork-free meals by contacting the Camp Director of your section camp upon your arrival at Owasispe.
EARLY ARRIVAL	We regret that we cannot make arrangements to accept any Troop or individual Scouts prior to 1:00 PM on Sunday of the opening of the camping period. These are change-over days and require much coordination on the part of the staff in preparation for the camping periods.



EMERGENCY PROCEDURES

- All campers must be completely familiar with the Owasippe Emergency Procedures
- Copies of the Emergency Procedures are posted in each Camp Office, Aquatics area, and each campsite bulletin board.
- Emergency Drills will be held at within 24 hours of each Troop's arrival at Owasippe.
- In the event of an emergency, ALL CAMPERS (adults and youth) are to return immediately to their campsites. This action is signaled by the camp alarm (bell, horn, siren, etc. Check with your Camp Director for the proper alarm in your Section Camp). The signal will last as long as necessary to alert all people in camp.

Procedures for the following possible emergencies are in effect:

Lost Swimmer

- Aquatics Director sends a runner to the camp office with the name, site, unit number, and buddy tag of the boy who is lost.
- Emergency Alarm is sounded
- Staff Reports to Camp Office/ Campers return to sites
- Camp Director notifies Ad Center and back-up camp.
- Camp Director assigns staff to the following:
 - Assist in water search
 - Search campsites, latrines and grounds for missing Scout.
 - Secure a head count from each Troop in camp.
- Aquatics staff, with back-up camp assistance, search swimming areas. When search is completed, the Aquatics Director will notify the Camp Director who determines further action.
- At the end of the emergency, the all clear is sounded.

Fire in Camp

- Alarm is sounded.
- Staff Reports to Camp Office/ Campers return to sites
- Camp Director notifies Ad Center and back-up camp.
- Camp Director assigns staff to the following:
 - Drop tentage to ground and cover with sand
 - Use rakes and shovels to assist in containing the fire until the arrival of fire equipment.
 - Keep campers away from fire site.
- Campers will not man fire equipment.
- At the end of the emergency, the all clear is sounded.

Weather Emergencies

(Tornadoes, Severe Wind, Lightning)

- Alarm is sounded.
- Program areas are closed.
- Staff Reports to Camp Office/ Campers return to sites
- Camp Director notifies Ad Center and back-up camp.
- Camp Director assigns staff to the following:

- Check sites.
- Take head counts.
- Aid in preparation for emergency
- At the end of the emergency, the all clear is sounded.

Lost Scout

- Emergency Alarm is sounded
- Staff Reports to Camp Office/ Campers return to sites
- Camp Director notifies Ad Center and back-up camp.
- Camp Director assigns staff to the following:
 - Assist in search
 - Search campsites, latrines and grounds for missing Scout.
 - Secure a head count from each Troop in camp.
- When search is completed, the Camp Director will determine further action as necessary.
- At the end of the emergency, the all clear is sounded.

NOTE: When reporting a lost Scout, be sure to give the name, unit number, site number, description of the camper, and the probable route, destination or location of the Scout.

Safety Guidelines For Searches

- As staff is sent out to search an area, they must utilize the Buddy System which follows the rule of two people remaining together.
- Have all staff members in the search sign in and out from the search crew leader.
- During night searches, each staff member must carry a flashlight and dress according to the weather conditions.

Accident or Illness

- Administer first aid within the limits of your qualifications.
- Notify your Section Camp Office before going to the Health Lodge.
- If additional assistance is required, call the Health Officer at ext. 245.
- If accident or illness is severe, the patient will be transported to the Health Lodge by a health team or ambulance.
- All accidents or injuries will be recorded in the First Aid Log.

Storms

- Boating, canoeing and swimming will cease whenever thunder is heard, no matter how distant the sound.
- The staff, on request, will assist Troops in securing the canvas so that risk of damage and injury is minimized.
- In the event of severe lightning storms, Troops should stay in their sites away from streams, other water sources, and isolated trees.
- In the event of severe winds or storms, the Camp Director will send the staff members to those campsites where assistance in securing tents or tarps is felt to be necessary or has been requested.

Evacuation

- If it is necessary to evacuate the camp, the Camp Director will assign staff to each site to direct Troops to areas of safety.
- Account for all Scouts in the Troop and evacuate to the area as directed by the staff.
- If a person is not accounted for, two runners should be sent to the Camp Office and Lost Scout procedures will be initiated.

Emergency Power Outages

- In the event that the power is off causing the pay telephone or inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby, to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and emergency telephone will be in use.

Hurricane/Earthquake

After talking to the Civil Defense Assistant Director, we were informed that in an emergency such as hurricane or earthquake, because of the unlikelihood of these taking place in Muskegon County, there were no definite Civil Defense emergency procedures for these disasters.

Hazardous Spills

- Notify the Section Camp Director who will report the accident to the Reservation Director.
- Follow the procedures for Evacuation if necessary.

Child Abuse

Our camp staff has received training to deal with potential victims of any kind of child abuse. If you suspect that a Scout in camp is a victim, report this to your Camp Director. He will notify the Reservation Director and they will confidentially discuss your suspicions with you and possibly talk to the Scout. If further action is necessary, the Council Scout Executive or his representative will be notified and he will determine further action.

Back-Up Camps

Blackhawk backs up Wolverine.
Ad Center & Reneker back up Wolverine.
Wolverine backs up Blackhawk.
Ad Center backs up Reneker.
Crown backs up Carlen.
Carlen backs up Crown.

**FIRE, LIQUIDS AND
PROPANE FUELS**

- Fires may be built only in designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.
- Propane cylinders and cans of liquid fuel must be stored under lock and key at your Section Camp Lodge. Under NO circumstances are they to be stored in your campsite.
- Empty cylinders must be given to the Camp Director for disposal.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles and smoking materials.
- All tents (camp-owned and private) must be stenciled with or bear a sign proclaiming "NO FLAMES IN TENTS."

FOOD SERVICE POLICY

- Seventeen (17) meals will be served to campers during the camp-week period. Lunch on Saturday is available upon request.
- Thirty-nine (39) meals will be served to campers during a two-week period. For two-week units, brunch will be served on Sunday at 11:00 am in lieu of breakfast and lunch.
- Meal times are:

Breakfast	8:00 am
Lunch	12:00 Noon
Dinner	6:00 pm
- Meals are served cafeteria style in the dining halls. Hot pack meals are served in the unit campsites.
- Adult leaders or camp staff members will sit at each table in the dining hall camps.
- Other foods may be provided for campers in the Health Lodge in lieu of, or supplemental to, regular meal service without additional compensation.
- Menus are provided two weeks prior to camping dates and are posted in the Section Camp Office.
- All weekly menus are filed for at least three years.
- Grace is encouraged at each meal.

Guest Meals

Guest meals should be paid for 24 hours in advance at the Section Camp where the meals will be eaten. Cost for guest meals are as follows:

Breakfast	\$3.25
Lunch	\$4.25
Sunday Brunch	\$5.00
Dinner	\$5.00

All food portions are based on a young camper's needs. Extra portions may be purchased by paying in advance. Contact your unit Commissioner for details.

MEDICAL RECORDS AND POLICIES**Medical Records**

All Scouts are required to have a current (within the last 3 years) physical exam on file, signed by a physician and updated annually by the Scout's parent or legal guardian.

All adult leaders, 18 years of age and older, are required to have an annual physical exam on file signed by a physician.

All family campers must have a completed Health Form on file at the Health Lodge.

No one will be allowed to participate in any camp programs until the properly completed medical forms are received by the Health Lodge personnel.

There will be a charge for anyone who needs a physical exam arranged at Owasippe.

Medical Check-In

Medical re-checks will take place at your section camp when you arrive. You will be asked for your pink roster form and receive buddy tags for aquatic activities at that time.

Medical Consultation Services

Our camp doctor can be reached during normal office hours. After hours, the doctor may be reached by using an emergency phone number available at the Health Lodge.

Medical Transportation Services

Owasippe has arranged with an ambulance service to provide emergency transportation. If advanced emergency services are required, campers will be taken to Muskegon Hospital. Emergency room service is available on a 24-hour basis.

Medication Storage and Administration

All prescribed camper medication must be turned in to the Unit Leader. Medications must be in the original container with dosage and frequency clearly marked. The Unit Leader will be responsible for administering and keeping medication under locked storage.

Field Trips

The Camp Director or designee will check out all of the required forms to accompany the leader on a field trip. A certified first aid kit must be taken by a unit on a field trip. All treatments and medicine dispensed will be recorded. The Health Officer will review the treatment log for any follow-up that may be required.

Daily Observation

It is the Unit Leader's responsibility to be aware on a daily basis, of each camper's physical condition. Any changes in appearance, appetite, activity level, or health habits are to be reported to the Health Officer.

Parent Notification

Camper's parents are to be notified by the Owasippe Administration Center as follows:

1. Immediately in the event of death
2. Immediately, following admission to the hospital
3. The day following an overnight stay in the Health Lodge
4. As directed, in writing, by the camper's parents
5. When serious problems arise.

Standing Medical Orders

Available on request.

Supplies and Equipment

Inventory available upon request.



<p>MICHIGAN STATE LAW</p>	<p>Discipline Policy—Rule 113</p> <ul style="list-style-type: none"> • Discipline is the responsibility of the unit leader. • Vandalism or injury to others will not be tolerated. • Rule 113 of "Rules for Licensing Children's Camps in the State of Michigan" reads: A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subject to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff leaders or by another camper." • Hazing or initiation is strictly prohibited. <p>Child Abuse—Rule 115</p> <p>It is mandatory that any staff member or volunteer report to his director any actual or suspected case of child abuse or neglect immediately. The camp director shall immediately contact the Director, who if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and leaders.</p> <p>Reporting procedures. For abuse taking place in Michigan call Tom Spencer, 1-616-865-6583 For abuse found in Michigan but taking place in Illinois, call the DCFS hotline, 1-800-252-2873.</p> <p>Rule 119</p> <p>Each staff member and volunteer leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Director for appropriate action.</p>
<p>POLICY ON AUTOS IN CAMP</p>	<ul style="list-style-type: none"> • All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid drivers license. • All campers and staff will wear safety belts when riding in a vehicle on camp property. • All riders must remain seated and refrain from distracting the driver. • All loading and unloading of campers or gear must be done off of the roadway. Campers are to remain orderly and enter and leave the vehicle in single file. <p>Parking in your site</p> <ul style="list-style-type: none"> • National BSA Camp Standards explicitly prohibit the parking of cars in campsites. • <u>Violators will be towed at the owner's expense.</u> • Leaders with valid medical reasons for parking near to their sites must report their need and condition to the Camp Director for approval.

RIFLES, AMMO, FIREWORKS, BOWS AND ARROWS	<ul style="list-style-type: none"> • No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or unit leader. • Camp insurance does not allow the use of personal weapons or ammunition on Council property. There are no exceptions to this rule.
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TOTIN' CHIP	<ul style="list-style-type: none"> • The Totin' Chip is a license for Scouts to tote an ax and knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasispe • The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.
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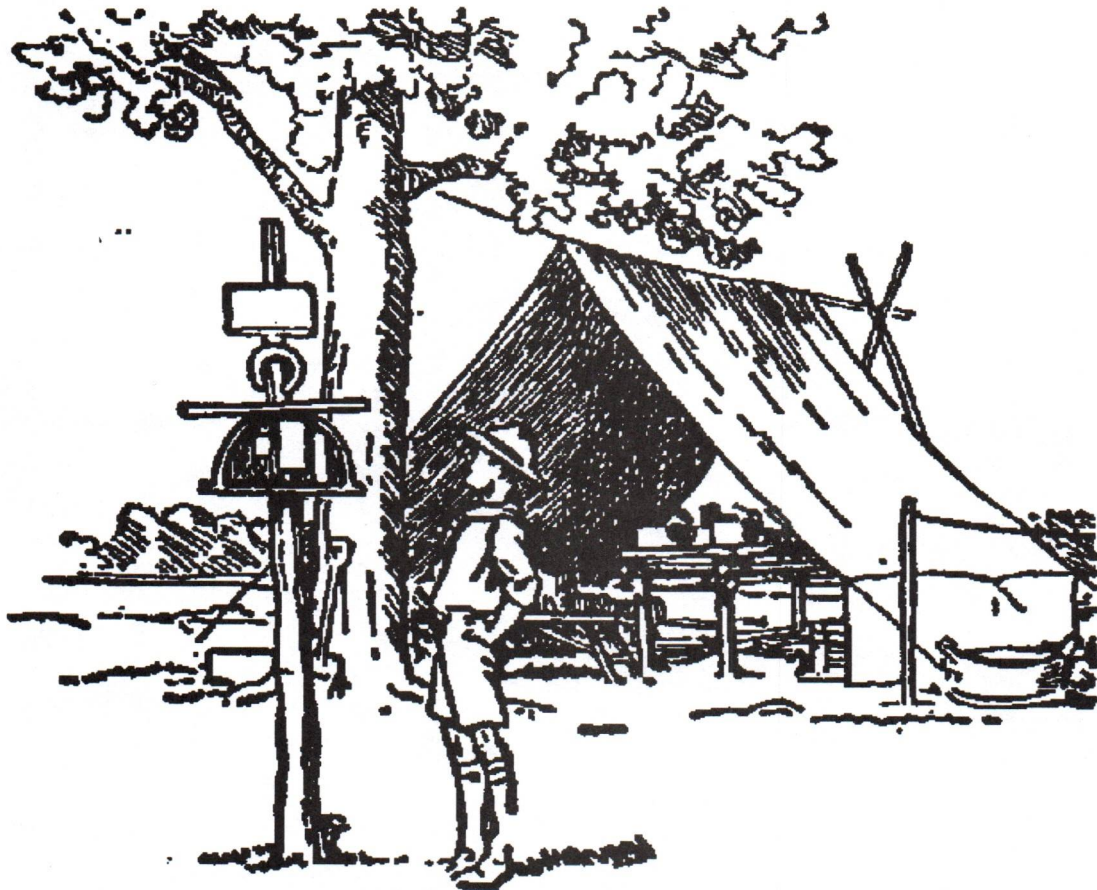
TWO-DEEP LEADERSHIP	<ul style="list-style-type: none"> • Two leaders are required with each Troop at Owasispe. • Troops with more than 20 boys will need one additional leader for each multiple of 10 boys after 20. • The camp Scoutmaster must be at least 21 years of age. The second leader can be 18 years of age. • All persons 18 years of age or older are considered adults in camp. • All leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasispe. • Leaders and Scouts may not stay in the same tent unless it is a parent/son situation.
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VISITORS	<ul style="list-style-type: none"> • Visitors are welcome at Owasispe • Visitors must check-in at the Administration Center and the Camp Office of the Section Camp they are visiting. <p>A list of commercial accommodations and public campsites near Owasispe can be found by contacting the White Lake Area Chamber of Commerce at 1-616-893-4585.</p>
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BOATS	<ul style="list-style-type: none"> • Privately owned boats will NOT be permitted in any Section Camp. • Boat trailers with or without boats are not allowed in parking lots.
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WOODSMAN'S CODE

- I will use my knife and ax as tools, not as playthings.
- I will keep them sharp and clean.
- I will practice so that I become skillful.
- I will rest when tired and remember that easy does it.
- I will respect the property of others and will not harm living trees needlessly.
- I will help others live up to the Woodsman's Code.



CROWN HIGH ADVENTURE BASE

Robert Crown High Adventure Base

"The Manistee Quest"

The Crown High Adventure Base is a fully staffed section camp at Owasippe Scout Reservation, devoted solely to backpacking treks and canoe voyages through the Manistee National Forest. Week long treks will be available for period 2 through period 6 and will begin and end on Saturday (July 5-July 12 for example). All participants **MUST** be 13 years old by January 1 of the year he/she will participate. An 18+ year old guide, specially trained in the area of backpacking/canoeing, will accompany your trek from check-in through the beginning of your fourth day on the trail. Your adventure will culminate in a steak fry and camp fire on Friday evening.

DATES OF TREKS

Period 1	UNAVAILABLE
Period 2	7/5 - 7/12
Period 3	7/12 - 7/19
Period 4	7/19 - 7/26
Period 5	7/26 - 8/2
Period 6	8/2 - 8/9

EQUIPMENT PROVIDED

Freeze Dried Food
First Aid Kit
Tents & Trail Fly
Maps
Kitchen Supplies
Water Purifying Tabs
Dry Bag (canoe trips)

FEES

\$195.00/Person - Hiking Treks

\$225.00/Person - Hiking/Canoeing Treks

One leader free for each 8-10 youth crew. All fees are due by May 1, 1997. Bus transportation will be available for approx. \$50.00.

CREW SIZE

Each crew must have a total of 6-10 participants. More than half of the crew members must be youth.

SPECIAL REQUIREMENTS

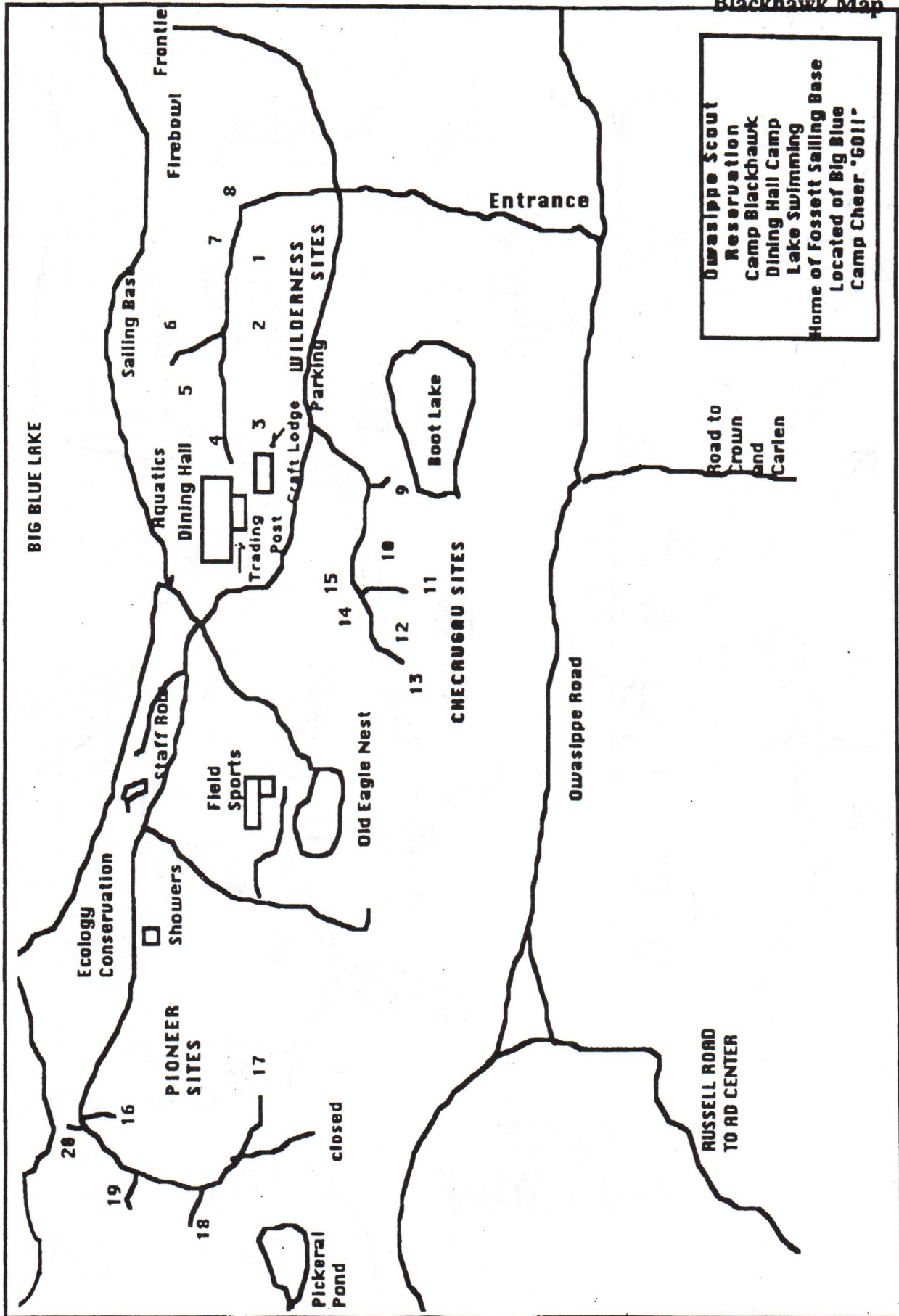
Canoe Treks: **ALL participants** must complete a swimmer's test at the base before leaving on a canoe trek. Each trek **must** have an adult with Red Cross CPR for the Professional Rescuer or Heart Association CPR Level D, and a person 17+ with BSA Lifeguard or the equivalent. **EVERYONE** must complete a BSA class 3 physical #34412. These forms will be provided.

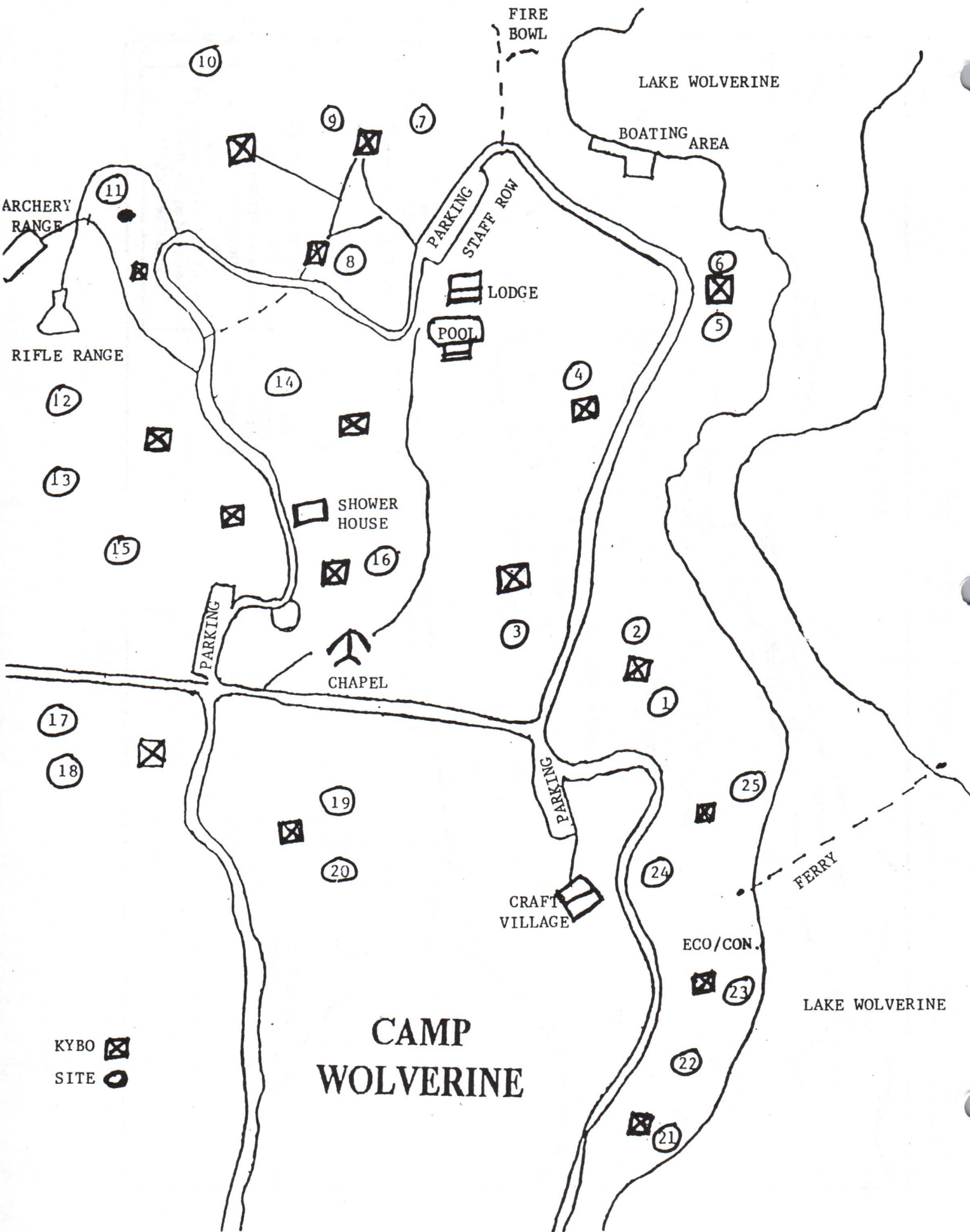
Camperships are available to all registered Scouts and Explorers, based upon need. Forms are available from the CAC Camping Center.

For more information, contact the CAC Camping Center at P.O. Box 279, Yorkville, IL 60560 phone 630-553-7361 or 1-800-530-9566. E-mail address: caccmpcntr@juno.com.

CAMP MAPS

Blackhawk Map





FIRE BOWL

LAKE WOLVERINE

BOATING AREA

ARCHERY RANGE

RIFLE RANGE

PARKING
STAFF ROW

LODGE

POOL

SHOWER HOUSE

CHAPEL

PARKING

PARKING

CRAFT VILLAGE

ECO/CON.

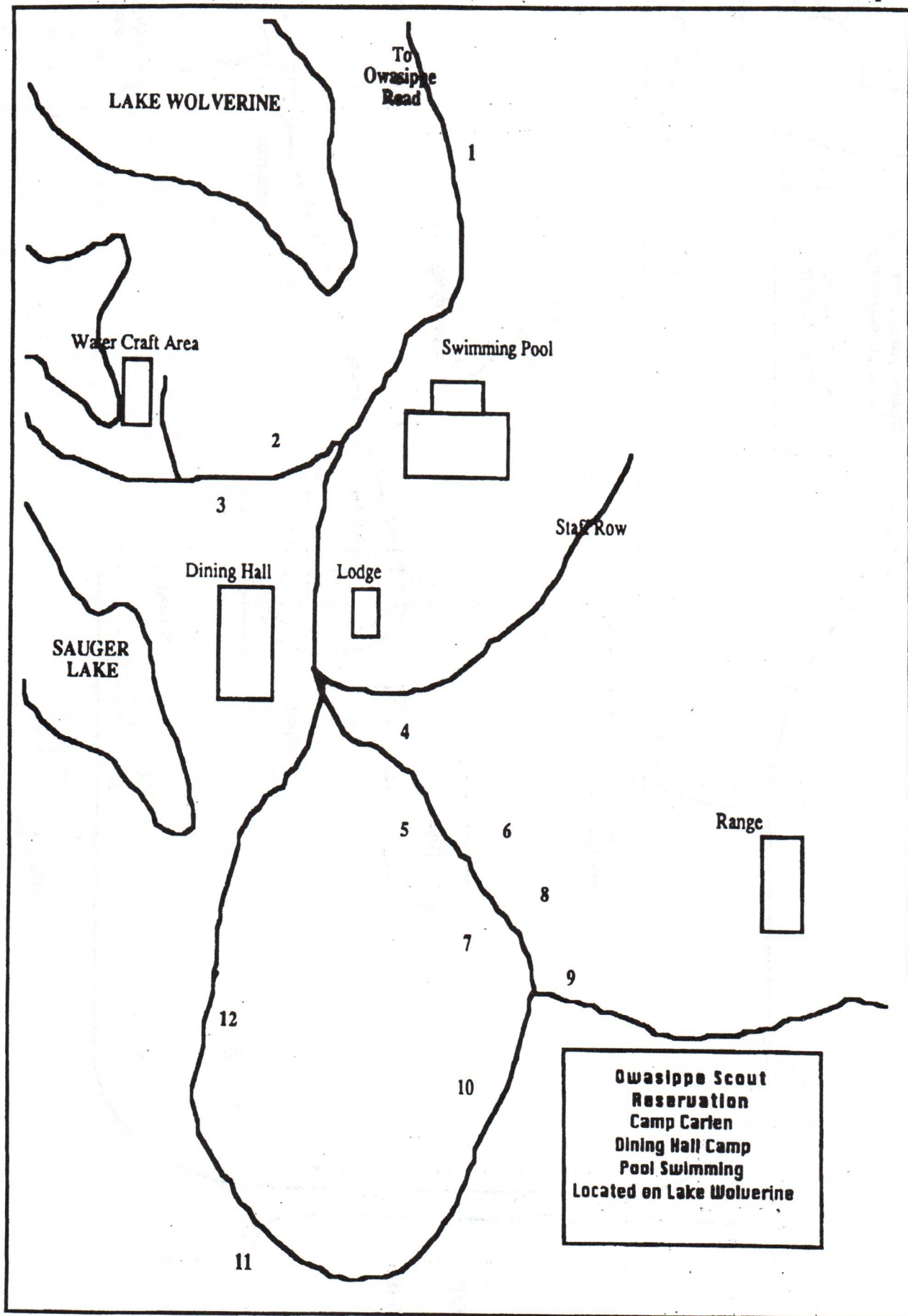
LAKE WOLVERINE

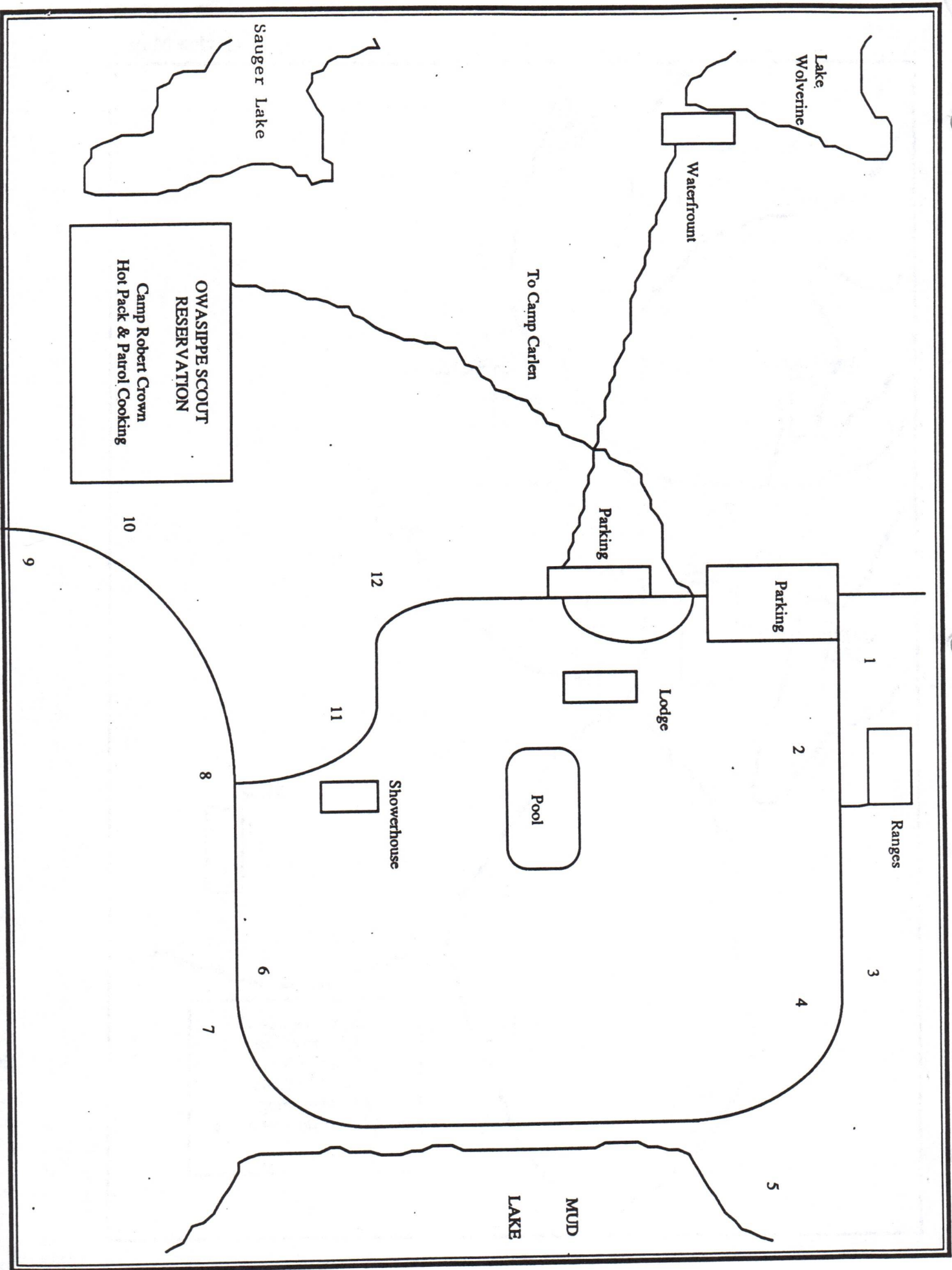
FERRY

CAMP
WOLVERINE

KYBO
SITE

Carlen Map





CAMP SONGS

CAMP BLACKHAWK

It's a great gang that goes to
Blackhawk—Go!
It's a great gang to know.
Always full of pep and ginger,
And the watchword is let's go—Let's Go!
Always on the level,
Always on the square.
It's a great, great gang that goes to
Blackhawk—Go
And my heart's right there!

(repeat with clapping)

Cheer: Camp Blackhawk—Go! Camp
Blackhawk—Go! CAMP
BLACKHAWK—GO!

CAMP WOLVERINE

The spark is live, the spirit's here.
The time has come for us to cheer.
With swelling pride, let voices ring.
With hearts united let us sing.

Chorus:
We'll give a rah-rah-rah for Wolverine.
A cheer for our loyalty.
We're gonna work and strive for our great
camp;
Defend its unity—Wolverine!
Proud of our colorful heritage,
As proud as we are today.
Great Scouts, great staff, great part of
Owasippe.
Onward Wolverine!

(repeat chorus with clapping)

Cheer: Camp Wolverine—ZAXIE! Camp
Wolverine—ZAXIE! CAMP
WOLVERINE—ZAXIE!!

CAMP CARLEN

Look ahead to the days of the summer.
Look ahead to the freedom they give.
We'll return once again to Camp Carlen,
Where the spirit of Scouting is lived.

And the challenge of our Camp Carlen
Is the outdoor life to lead.
From the forests and lakes to friends that we
make,
May Carlen always be.

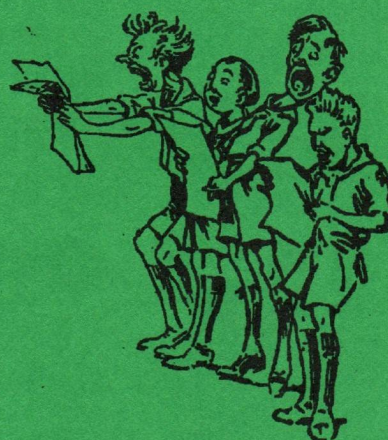
(repeat with clapping)

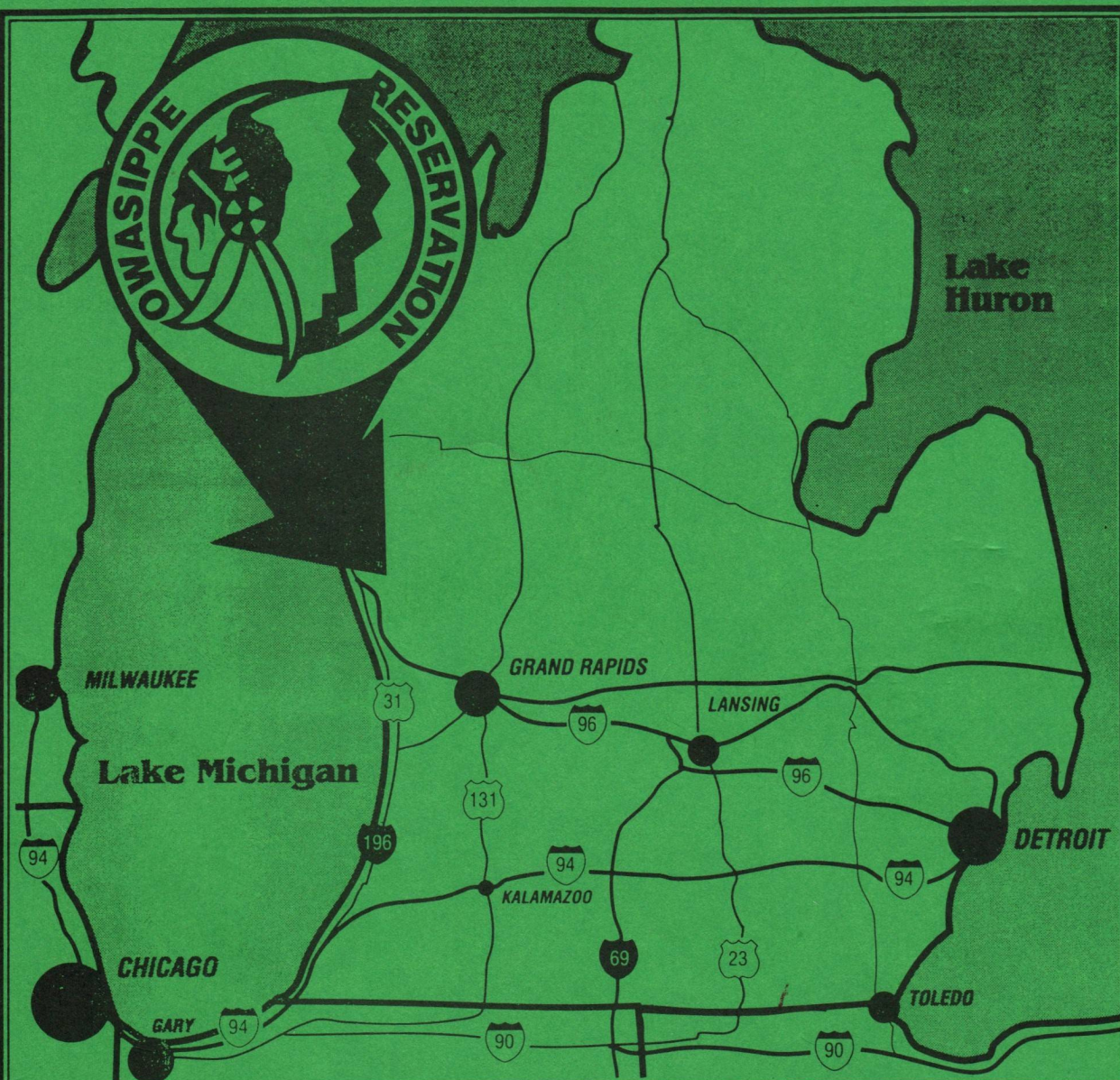
CAMP RENEKER

Consider yourself at home.
Consider yourself part of Reneker.
You will never feel alone
With Scouting families as your friends.

Oh, you can hike the trails and sail the lakes
and greet the sun.
It will all be worthwhile.
You will sing the songs and shout the cheers
And feel the start of a happy Scouting smile.

Consider yourself at home.
Consider yourself our friends.
So, come on down and camp around at
Reneker.
Consider yourself one of us!





DIRECTIONS TO OWASIPPE

From Chicago, Wisconsin and West:

I-94 to exit 34; I-196 north to Holland, Michigan; north on U.S. 31 to Russell Road; go right on Russell Road, and go 7 miles to Reservation.

From Indianapolis and South:

I-69 to I-94; west to U.S. 131; north to Grand Rapids; I-96 to U.S. 31; north on U.S. 31 to Russell Road; go right on Russell Road, and go 7 miles to Reservation.

From Detroit:

I-96 west past Lansing and Grand Rapids to U.S. 31 at Muskegon; U.S. 31 north to Russell Road exit; turn right on Russell Road, and go 7 miles to Reservation.

From Southeast and East:

Any route north to Ohio Toll Road; west to I-69; I-69 North to I-94; I-94 west to U.S. 131; follow same route north given from Indianapolis.